

CALL of CTHULHU

FLORIDA

BERMUDA

PUERTO
RICO

WITH THOMAS BROWN, EARL GEIER,
MARK SCHUMANN, AND ERIC VOGT



THE BERMUDA TRIANGLE

Secrets of the Devil's Triangle

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Foreword

A World of Wonder and Beauty

Why the Caribbean?, you might be asking yourself. It's barely mentioned in Lovecraft's literature and doesn't seem a very dark or frightening locale. To most of us, it is just a great place to vacation, reminding us more of Club Med ads and miles of white sand beaches than otherworldly monsters and abominations from beyond. While barely a hundred miles off the coast of the United States, and though it shares a close history with that country, few Keepers consider it as a locale worth visiting, preferring the exotic lure of the Middle East or the familiar landscape of Europe. Even places as far away as Australia are sought out as being similar but different regions for exploration. Yet throughout the history of the United States and of the Old World, the Caribbean has been a vital link in maintaining and overthrowing power regimes around the world. These neighboring islands have been wrongfully ignored not only in literature but in roleplaying games as well. Finally, the world of wonder and beauty enters the roleplaying realm.

This book is about that world and presents it in the modern setting, one which is filled with smugglers, esoteric religions, and upheaval. Though elements of horror have been inevitably woven into the islands' histories, they contain their own terrific pasts, complete with bloodthirsty pirates and occultists. The mysteries of the Caribbean are not unknown to us either: They come to us in voodoo and in the Bermuda Triangle, exciting our wonder at the unknown. Legends of zombies and voodoo dolls, realities in Haiti, have become a fundamental part of our folklore, just as everyone has heard of the Bermuda Triangle. Yet there is much that we don't know about these things. Just how is a zombie made? Where do all those ships vanish to in the Triangle? Perhaps it is these questions that are daunting, as they involve powerful

active forces, much more threatening than the unmoving monoliths of Stonehenge.

It is this vitality, this force of spirit that draws us to the Caribbean, that lulls us into the sway of reggae and samba, that arouses our fascination with the dark and sinister. This is a realm where drug smugglers hold great sway over governments, where pirates still operate, killing without mercy, and where corrupt dictatorships thrived for hundreds of years under the guise of democracy. From the genocide of the native populations to the sadistic Tontons Macoutes of Haiti, a legacy of horror dominates these island paradises.

I hope to bring the Caribbean to life in this guidebook, introducing Keepers and players alike to the wonders the islands have to offer, as well as enticing them to explore the many mysteries that pervade this idyllic world. Ranging from the real to the imaginary, an abundance of adventures can be generated from information in this guidebook. Whether it is exploring the caves where shoggoths hide or plumbing the ancient libraries of Dominicana, Keepers should find plenty of exciting material to breathe life into their campaign.

This book also gives you all the information needed to run a campaign in the Caribbean, including such topics as scuba diving, hurricanes, and towns where investigators might find more than they were expecting. The Caribbean is full of adventure lurking beneath its paradise-like exterior. Keepers should find the contrast between beauty and horror more striking in this setting than any other. The calm oceans one minute can turn into violent swells twenty feet high and the nice little resort could be home to cultists awaiting the conjunction of the planets to sacrifice their guests to the local god. It is all here for you. Read and enjoy.



H. P. Lovecraft
1890-1937

Journey to Paradise

Wherein we gain a basic understanding of where the West Indies are, what sort of a past they have had, and how to get to them.

The Caribbean is actually composed of three major island groupings: the Bahamas, the Greater Antilles, and the Lesser Antilles. Included in this book is Bermuda, which does not technically fall within the boundaries of the Caribbean, but which shares a similar climate and history. The islands are more or less within the Caribbean Sea, a minor arm of the Atlantic Ocean, bordered on the north by the Gulf of Mexico and the United States and below by South America. Central America, sharing many cultural similarities with the Caribbean, is found to the West, making the Caribbean a hub of activity within the Americas.

The Caribbean islands were the first land masses discovered by Columbus when seeking the New World. The oldest colonies, churches, and forts in the New World can be found in the Caribbean, where the European powers waged war for domination of the crucial isles. The native peoples—the Arawak, Carib, and Taíno—were quickly decimated through warfare and slavery, replaced by slaves from Africa. This has shaped the culture and make-up of the islands, which

are today almost universally dominated by Africans, freed through legislation or rebellion.

The islands have served as supply stops and distribution points for goods traveling from the New World to the Old since their earliest colonization, with fortunes of gold and jewels passing through their harbors in ancient times and shipments of liquor and cocaine smuggled through in more recent years.

The beautiful scenery and idyllic climate of the islands also lure thousands of tourists every year, just as they convinced many colonists that they had found paradise in centuries past. Year-round clear skies and sunny beaches make these islands a favorite destination for vacationers, who find the locals friendly and eager to please. Nevertheless, an undercurrent of mystery and crime is difficult to ignore, as these isles are also the nexus of peculiar cults and religions, strange disappearances and murderous pirates. Perhaps it is this thrill of danger, combined with the beauty of the people and the islands, that attracts so many to the islands' shores.

Traveling to the Caribbean

Getting to the Caribbean is very simple in the modern age, because it is such a popular tourist destination. Whether you are traveling by plane or ship, most nations throughout the Americas and Europe have frequent trips to and through the islands. While most international airlines have destinations in the cities of the Greater Antilles, the smaller islands are gaining popularity with tourists and thus gaining more attention from airlines and ship lines. Keepers should note that even the remotest island can be reached by within a day through a combination of flights and boat rides from neighboring islands. Though the Caribbean may no longer be a remote locale, it maintains its mystique through the uniqueness of its culture and terrain.

By Plane

Travel to the Caribbean by plane is most economical and efficient. There are scheduled flights from all major U.S. and most European cities to most Caribbean destinations. Travel to smaller islands may require transfer to an interisland airline, as these isles often have only a dirt airstrip capable of handling small aircraft. Still, such flights add only an hour at most and those islands unreachable by air can almost always be approached by sea by ferry services which are commonly available. Typically the cost for this service is minimal—\$5-\$15 U.S. for a short, scheduled trip by boat and up to \$75 for a charter flight to an island seldom visited by tourists.

Travelers should note, though, that ticket prices and availability will be higher during the principal

Air Travel Information

Average travel times (in hours) to destinations in the Caribbean. Note that travel times vary because some flights require a layover along the way.

To:	Havana, Cuba*	Port-au-Prince, Haiti**	Kingston, Jamaica	Nassau, Bahamas	San. Dom., Dominicana	San Juan, Puerto Rico	Hamilton, Bermuda	Provo, T&CI
From:								
London	36	14	12	12	12	10	12	13
Los Angeles	N/A	5-7	7	4-6	5-7	6	5-8	7
Miami	45 min.	1 hr 45 min.	1.5	45 min.	2	2.5	2.5	1.5
New York	N/A	3.5	4	2.5	3.5	3.5	1-2	4
Seattle	N/A	6-8	9-10	5-7	6-8	7	5-8	9-10
Sydney	N/A	21	22	21	22	23	23	22
Tokyo	N/A	20	20	19	20	21	21	19
Toronto	2.5	3.5	5	2.5	3.5	4	2.5	5

*Travel to Cuba from the United States, and for U.S. citizens, is restricted (see Cuba, page 24). Flights from other locations may also be restricted. Often travel can be arranged by flying to an intermediate location first.

**Currently flights to Haiti are limited as travel is restricted (see Haiti, page 31).

Average coach-class air fares (round-trip) in U.S. dollars to destinations in the Caribbean. If the investigator is traveling from a location not listed, find the closest city listed and add \$250-500. Ticket prices listed here are for full fare; discounts may reduce this amount further than listed and first-class seating will cost substantially more. Creative flight plans may also reduce some amounts.

To:	Havana, Cuba*	Port-au-Prince, Haiti	Kingston, Jamaica	Nassau, Bahamas	San. Dom., Dominicana	San Juan, Puerto Rico	Hamilton, Bermuda	Provo, T&CI
From:								
London	1600	1500-1700	1300-1550	750-1100	1500-1750	900-1350	1300-1650	1500
Los Angeles	—	800-1000	600-800	500-750	350	600-800	750-900	500-750
Miami	300*	100-200	150-300	100-250	100	100-250	350-500	100-250
New York	—	400-600	300-400	300-500	150	350-450	200-400	300-500
Seattle	—	1000-1250	750-900	750-950	500	800-950	750-900	750-950
Sydney	—	2000-2450	2050-2550	2000-2500	2000-2350	1900-2250	2250-2750	2000-2500
Tokyo	—	1250-1950	1300-2050	1250-2000	1250-1850	1250-2000	1500-2250	1400-2000
Toronto	500-700	500-750	500-650	400-600	200	450-550	400-600	400-600

*Charter only.

Cruise Ship Travel Information

Approximate costs for cruises from U.S. ports in U.S. funds. Note that costs vary widely for type of stateroom (with a porthole or without), time of year, and special discounts.

From:	1 Week	2 Week
Los Angeles	N/A	\$2500-3000
New York	\$1000-1500	\$2000-2500
Fort Lauderdale	\$500-1000	\$1500-2000
Miami	\$500-1000	\$1500-2000

tourist season (mid-December to mid-April). This reflects the greater traffic to and from the Caribbean during these winter months. However, even this is changing as tourists realize that there is no truly bad season in the West Indies.

Scenario Hook: As with all air travel, there are always problems that can occur: Investigators could pick up the wrong luggage by mistake, leading to the discovery of an occultist's notes on the ley lines of the Bermuda Triangle, or they could be stranded on an isolated island after their flight is canceled (or they're bumped off a flight if it's a bigger island).

One possibility involves the numerous fly-by-night airlines that have popped up throughout the Caribbean offering discount flights to less popular destinations. These could be the investigators' only alternative to reach a smaller island that isn't visited as much. Of course, these airlines are anything but reliable and may actually be smugglers or vanish before the return flight.

By Cruise Ship

There are over a dozen cruise ship lines that travel from ports along the eastern and western coasts of the U.S. to the Caribbean. However, cruise ships are no longer focused on getting people to a particular destination, but are more like floating hotels that happen to stop at a handful of islands before returning home. Air travel is far more efficient and cost effective, but if the investigators are pursuing a suspect on a cruise or have to travel by sea, a cruise provides a great setting.

Cruise ships through the Caribbean depart from ports in New York, Los Angeles, Fort Lauderdale, and Miami, taking between one and four days to reach the islands. If your investigators do not live close to one of these port cities, they can most likely arrange a flight to

one from their current location, but remember that cruises typically require booking far in advance of the actual trip.

Cruises follow pre-arranged courses with itineraries booked long in advance. They typically last one or two weeks, visiting a few ports in the Caribbean before heading back. If the cruise is for only a week, only three or four ports may be visited, while two-week cruises typically visit between five and seven ports. The ships sail at night to arrive at the islands in the morning, allowing passengers to go ashore for the day, returning at sundown. Before arriving, arrangements for expeditions on shore can be made with the ship steward or booked in advance through a travel agent.

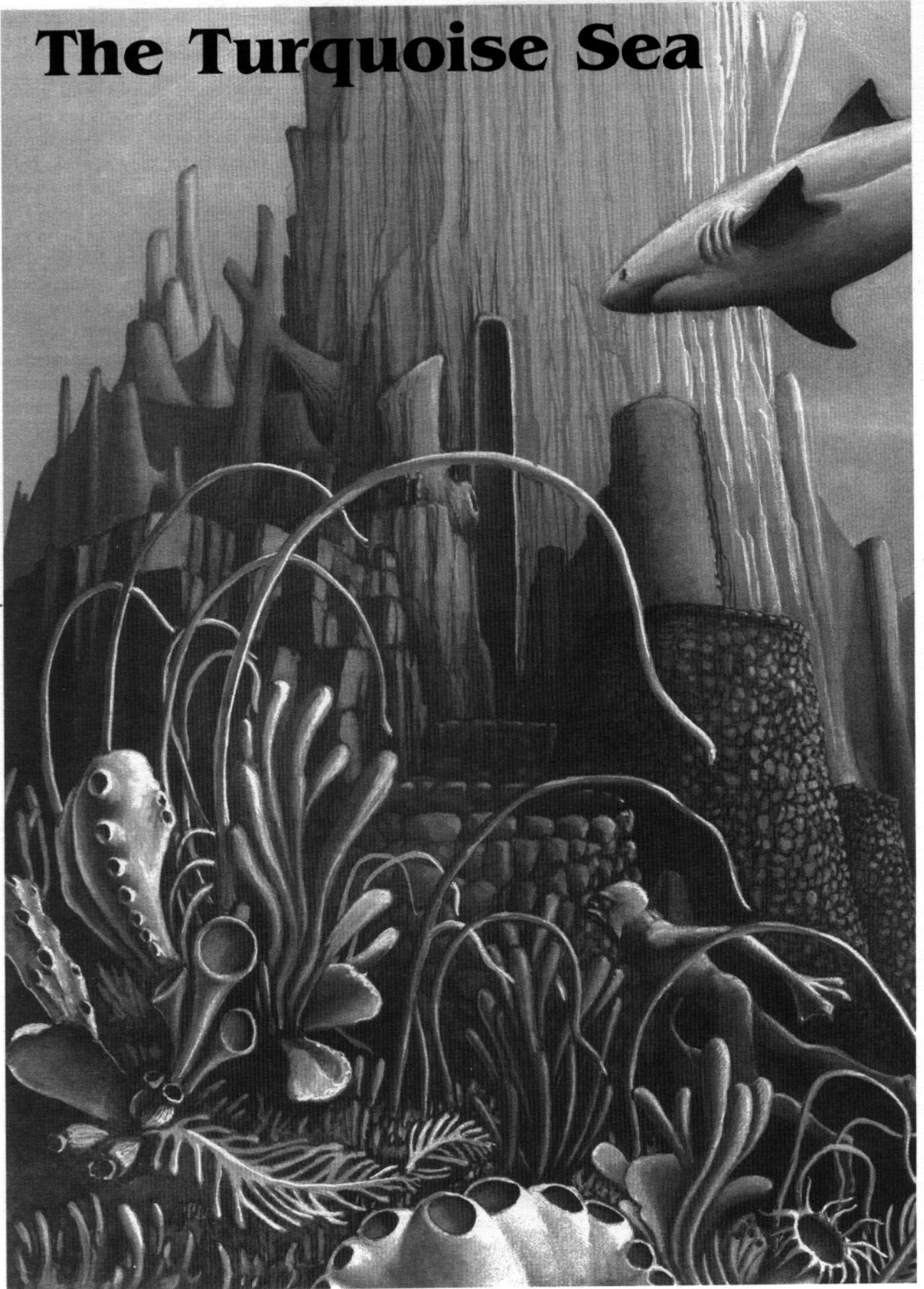
There are many different kinds of cruises catering to different age groups and interests. Some are oriented toward older, married couples while others are suited for younger, more energetic passengers. The tone of the cruise will depend a lot on what kind it is, but all cruises share a long list of activities so that passengers can never get bored. In fact, the investigators may find it difficult to engage in their own operations, as there are constant games and parties to attend. Missing too many will be noticed by the staff, who may try to entice the investigators to join in the "fun."

Other Paths to the Caribbean

Investigators seeking a quiet or discrete passage to the Caribbean can also seek out private charter flights or boats. In Florida, there are many private air carriers that could carry a small group to most destinations in the Caribbean, possibly even to Haiti or Cuba. Likewise, private owners of yachts or other seafaring craft could transport investigators to nearby islands. The cost of such a venture will vary widely, according to the destination, the amount of discretion desired, and the speed with which the investigators wish to get there.

There are also cargo ships and planes traveling in the area, and adventurous investigators could always catch a ride with one of them or even stow away. However, traveling in such a manner is hardly enjoyable, in addition to being illegal. Customs searches upon arrival could detect the stowaways' presence and possibly end in deportation or, worse, imprisonment. Also, captains who allow such stowaways are likely to be smugglers or worse, only adding to the risk of the trip.

The Turquoise Sea



Wherein the Caribbean Sea is discussed, both above the water and below.

The Caribbean Sea, an extension of the Atlantic Ocean, is partially enclosed by the Greater Antilles and the Americas, merging with the Atlantic in the many passages that punctuate the Caribbean isles. The sea is characterized by clear, tropical waters with shallow coral reefs surrounding volcanic islands and by deeper oceanic trenches that descend more than 28,000 feet beneath the surface.

Weather and Climate

Weather in the Caribbean is generally clear and calm with hot temperatures, changing little from season to season. The trade winds, blowing at a steady 15-25 knots year round, prevent this heat from becoming unbearable, tempering the heat of summer. Average air temperatures in the Caribbean range from 72° to 86°, with the most variation occurring between day and night temperatures (often dropping by 10°-15°). Afternoon thundershowers are common between June and August, but typically clear before nightfall. February and March are considered dry months, with little rainfall at all. Hurricane season, most dreaded in the Caribbean, falls between June and October. For more on hurricanes and severe weather, see *Nature's Fury*, page 50.

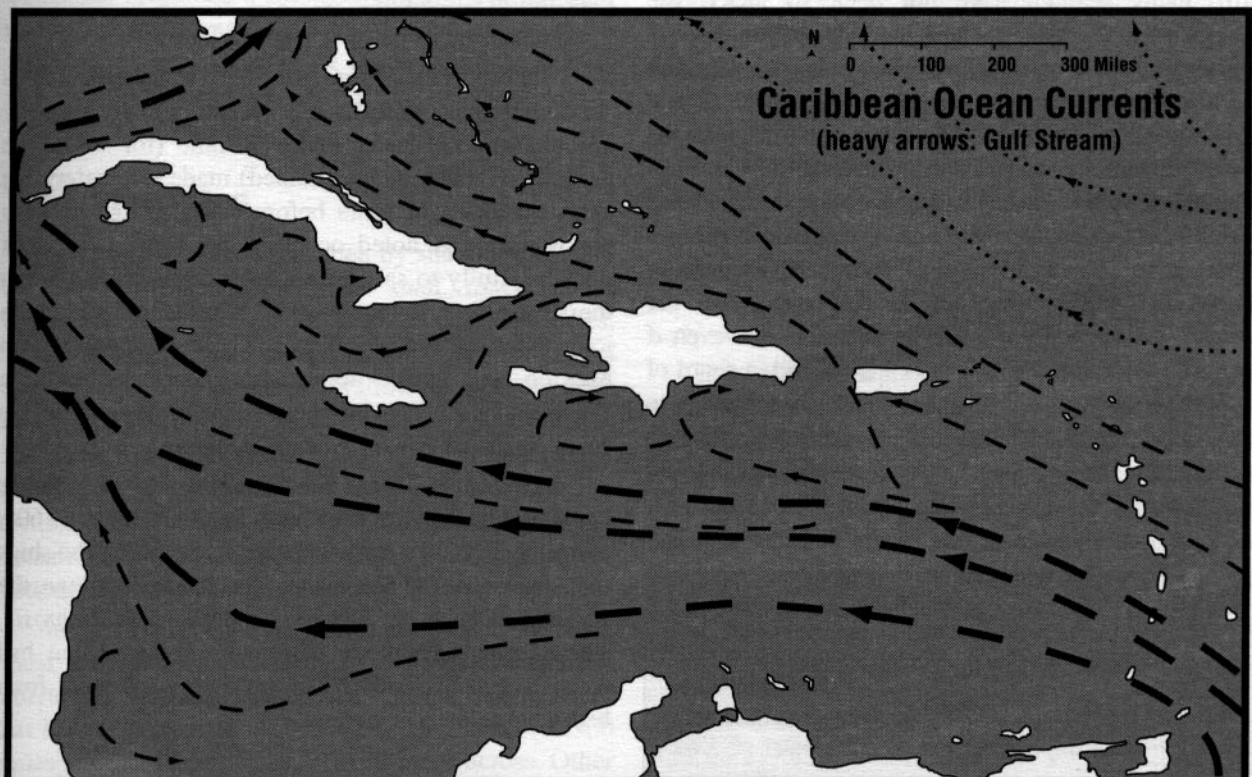
The Gulf Stream

The Gulf Stream flows northeasterly out of the Caribbean Sea, forming a strong enough current to push small boats off course. In the Florida Straits, this current is at its strongest, flowing into the Atlantic at speeds up to 5 knots (4 mph). The current makes waters turbulent and dangerous for divers, making waters outside of the protection of reef-enclosed areas nearly impossible to dive in.

Subtract 10% from the Navigation skill of navigators who have spent less than four months in the Caribbean while navigating in these waters. This represents the disorienting effect of the currents. This penalty is reduced to 5% after four months navigating the waters and eliminated after six months.

The Reefs

Coral reefs are colorful plant structures found only in shallow waters, where they thrive on sunlight. They cover existing terrain, appearing as a stone-like formation, making any debris on the ocean floor their home. Though coral is sharp and dangerous to handle, it is a delicate organism that can easily be destroyed if it comes into contact with pollutants or is damaged in any way. In many parts of the Caribbean and around the



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world, these fragile ecosystems are rapidly being destroyed by the great number of divers and motor boats operating in waters around them.

There is an abundance of life to be found in coral reefs, such as the thousands of different varieties of multicolored tropical fish (most of which are harmless) which swim in schools, sometimes blinding unsuspecting divers in massive flurries when disturbed. In dead areas of coral, one can find spiny sea urchins whose sting can sicken a human, while in dark spaces in the reefs moray eels hide and await unsuspecting prey.

Crawling on the coral reefs, one can find many species of crab and shrimp in search of food. They are harmless, but the stonefish and puffer fish which conceal themselves on the ocean floor have poisonous spines fatal to humans. These fish are to be avoided at all costs, though in Haiti they are sought for use in magical powders.

In the Caribbean, scuba diving and snorkeling is a popular pastime, with clear, warm waters protected from storms by the reefs. The reefs themselves are the most popular site of exploration for divers, with many islands providing underwater "trails" complete with trail markers and plaques explaining the different sites.

Coral reefs are a serious navigation hazard on the waters and have claimed hundreds of ships since Columbus' discovery of the region. As a result, they have been mapped out in recent times and buoys and lighthouses warn sailors away from their deadly reach. Still, many seamen have not been so lucky, the testaments to their ill fortune lying just beneath the surface or trapped on the reefs. However, as a result, they are also easy to reach by snorkelers or scuba divers. These watery graves are quickly assimilated into the reefs, succumbing to the stony embrace of the coral within a short period. Investigators diving in coral reefs without protection for their hands, knees, and elbows must make successful Scuba Diving or Swimming checks to avoid getting cut on the reefs. Cuts are painful, but normally not life-threatening. However, if an unfortunate Investigator fails a Luck roll, a shard of coral embeds itself within the wound and continues to grow until removed surgically or destroyed through medication. The coral is extremely painful and can kill if left untreated.

Fire Coral: There is a great deal of fire coral in the Caribbean. Not truly coral but resembling it greatly, this reddish, smooth plant is very dangerous to touch with bare flesh, causing a burning sensation and a rash. This rash causes 1d6 damage and prevents the investigator from diving again for at least a week.

Historia de las cosas de Nueva España ("History of Things from New Spain")

In Spanish, by Brother Bernardino Sahagún, 1575; published in 1830 by Vizconde of Kinsborough as the sixth volume of *Antiquities from Mexico*. The book contains mostly Indian (Aztec, Olmec, Toltec, and Tarasco) legends from before Cortés' arrival in Mexico, but also has some narratives relating to strange occurrences from Central America and the Caribbean.

Sanity loss 1d3/1d6 Sanity points; Cthulhu Mythos +5 percentiles; spell multiplier x2.

The Serranilla Banks

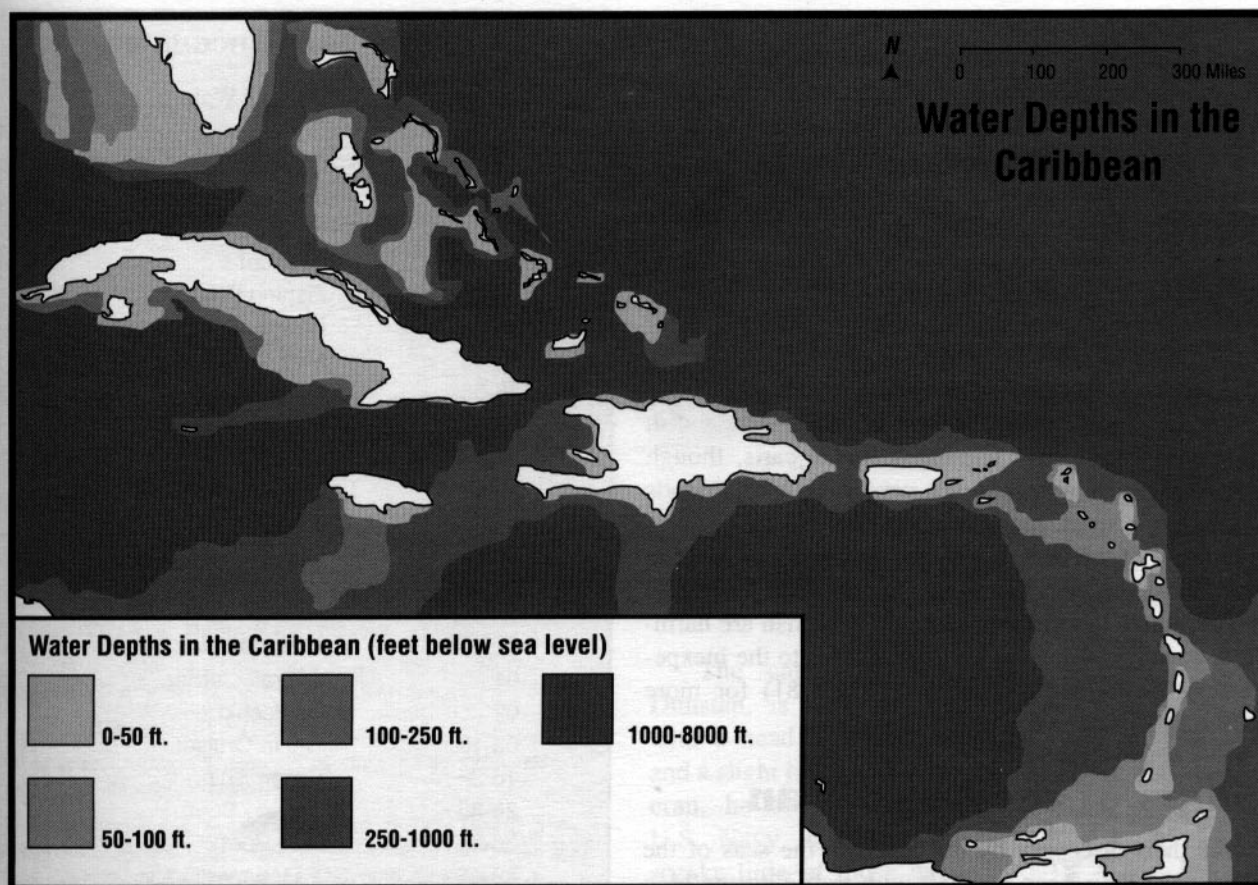
The Serranilla Banks are a large formation of reefs and sand bars found near the middle of the Caribbean Sea. They pose a danger to sea vessels, having caused multiple wrecks during the ages of exploration and colonization. In modern times, they continue to pose a threat despite their identification on all nautical maps, as ships blown off course could easily run aground on them during a storm.

Currently, there is a project (the Serranilla Banks Project) that is cataloguing and identifying the wrecks in this area in association with the Colombian government (whose coastal waters the Banks are found in). Under the project, any organization which funds itself will get five percent of the value, in cash, of anything found. The artifacts themselves will go the national museum in Colombia.

Some wrecks being sought include:

Master Pedro's *nao*: In 1526, a Spanish *nao* (a small merchant vessel) was wrecked on reefs and only one passenger, Master Pedro Serrano (for whom the bank he wrecked on was named) made it to safety. He survived for eight years before being picked up by a passing ship. A noted occultist, he tried many times unsuccessfully to salvage some peculiar artifacts from the ship before dying in 1554. Another wreck victim joined him on the island in 1531; he later traveled in Mexico and spoke about his experiences with a Franciscan monk, who included the material in his *Historia de las cosas de Nueva España*.

Armada de Tierra Firme: Four of seven galleons loaded down with treasure sank in a hurricane in 1605, carrying over eight million pesos in treasure. The ships that sank were the *San Roque*, the *Santo Domingo*, the *Nuestra Señora de Begonia*, and the *San Ambrosio*. These ships have been salvaged somewhat, but bad weather and high waves in the area keep them from being completely recovered.



Charming Sally: An American schooner wrecked in 1816, carrying an unspecified cargo from Cartagena, Columbia. Presumed a smuggling operation, there are rumors that there was something far more sinister being carried in its hold, something that caused the ship to sink in calm waters. Its destination was Cape Verde, Turks & Caicos Islands.

The Depths

While the islands are surrounded by shallow reefs and the North American continental shelf, much of the Caribbean is composed of deep oceanic trenches. These drop-offs often occur within a few miles of coastal regions, sometimes swallowing sunken ships down into their murky bottoms. These depths, impossible to reach using conventional scuba gear, require the use of rigid diving suits. Even these only provide protection for a couple thousand feet, making it the domain of remote-control submarines to explore the bottom-most depths.

In the Caribbean, the Cayman Trench between Cuba and Jamaica is almost 24,000' deep, while the Puerto Rico Trench (located just north of Puerto Rico) has been measured at 28,000' deep. Both are over 900 miles long, in some places up to 75 miles across. Other

less spectacular depths cover the sea floor, such as the 5000' trenches between Florida and Cuba and the 6,000'-12,000' depths splitting the Bahamas in half.

Life in these chasms is strange and wonderful. Many organisms have developed light-emitting organs or evolved new sensory organs unknown to surface dwellers. There is comparatively little life in the trenches, but what life does exist is thousands of years old and has been left undisturbed for almost as long. Humans are unwelcome intruders in this suboceanic realm that is characterized by temperatures near freezing. There are also incredible pressures that can crush a human body.

It is in these depths that the deep ones' cities lie, and they could be encountered while deep-sea diving. Exploration of oceanic trenches has not been extensive and as such has missed any deep one cities so far, but they do exist hidden in the darkness, watching and waiting. Whether they are discovered is up to the Keeper. See "Denizens of Rha'thylla" (page 55) for more on deep ones in the Caribbean.

Other strange beings that inhabit the trenches are star-spawn of Cthulhu, who lie at the center of deep one cities, protected by hordes of deep ones. The star-spawn are the least likely beings to be encountered, but

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their influence could be felt by divers or submarine visitors. Similarly, suboceanic shoggoths can be found in the trenches, sometimes surfacing to only a few hundred feet from the surface, possibly encountering deep-sea divers and shattering their sanity forever.

Sea Life

The Caribbean is teeming with life—over a thousand different species of fish and mammals can be found swimming in its warm waters.

Sharks, marlin, dolphins, and barracuda all call this sea home. Sport fishing, both in coastal waters and in the deep sea, is very popular in these parts, though spear fishing is generally not permitted. Most islands cater to this sport, many offering competitions at certain times of the year. Those not interested in catching anything enjoy snorkeling and scuba diving with the sea creatures that fill the waters. Not all fish are harmless, however; some are quite dangerous to the inexperienced diver. See Appendix A (page 81) for more information on sea life of the Caribbean.

Ships of the Caribbean

Since their discovery by the Spanish, the seas of the Caribbean have been bustling with traffic on the high seas—merchants transporting king's ransoms in treasure, naval ships hunting pirates, smugglers transporting illicit booty, and fishing vessels harvesting the fruits of the sea. Not much has changed in five hundred years, but the boats are faster and the stakes higher as international drug dealers ply the waters hunted by heavily armed Coast Guard ships. Meanwhile, countless varieties of cargo ships, ocean liners, yachts, and sailboats travel the watery highways of the Caribbean.

The table nearby gives a quick listing of the different types of ships investigators could encounter while on the Caribbean Sea. Keepers should feel free to use the table to create probable encounters and alter any results they disagree with.

Sample Yacht

Suzy, a pleasure yacht owned by a rental agency in Nassau, has been used for countless trips through the Bahamas in recent years, some legal, some not. The captain, Edward Hands, is a good man, though he is not above



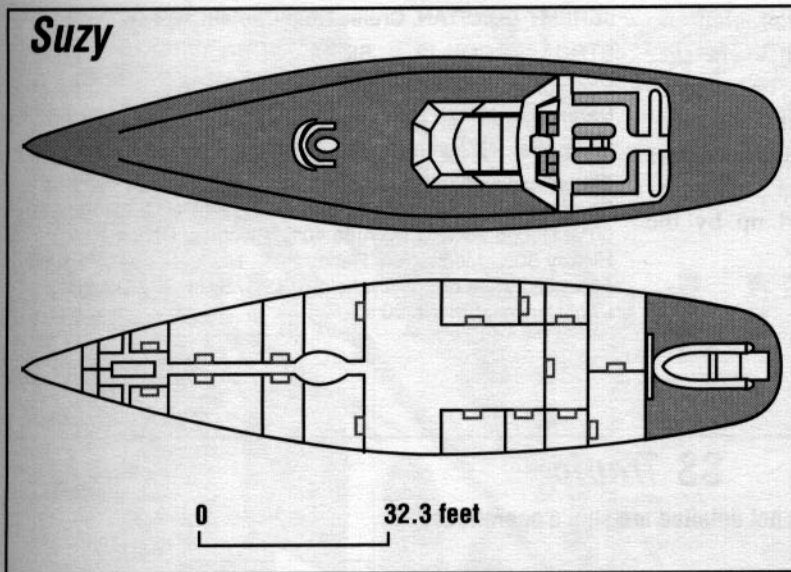
Hands

Caribbean Ship Encounters

% Roll	Coastal Waters
01-02	Canoe
03-04	Coast Guard Cutter
05-08	Dive Boat
09-12	Ferry
13	Fireboat
14-25	Fishing Boat
26-35	Houseboat
36-45	Motorboat
46-55	Passenger Liner
56	Race Sailboat
57-78	Sailboat
79-80	Speedboat
81-85	Tour Boat
86-88	Tugboat
89-00	Yacht

% Roll	Open Waters
01	Aircraft Carrier
02	Battleship
03-15	Cabin Cruiser
16-25	Cargo Ship
26-35	Fishing Boat
36-38	Mail Boat
39-48	Passenger Liner
49-50	Patrol Boat
51	Research Ship
52-69	Sailboat
70	Speedboat
71	Speedboat (drug smugglers)
72	Submarine, Naval
73	Submarine, Research
74-78	Tanker
79	Yacht (pirates)
80-81	Yacht (drug smugglers)
82-00	Yacht

bribery. His crew, similarly inclined, is generally honest, trusting Hands not to get them into a situation they can not handle. They have taken out many diving expeditions and were unfortunate enough to work with Jeremiah Wallace, a salver who brought to the surface something that should have never been disturbed from the sea floor. The crew—those that survived—were disturbed severely by the incident and seldom speak of Wallace and his find, though they continue to ferry divers throughout the Bahamas. Now, however, they carry a good selection of shotguns in the captain's cabin.



EDWARD HANDS, Rental Yacht Captain, age 31

STR 15 CON 14 SIZ 16 INT 12 POW 11
DEX 13 APP 10 EDU 10 SAN 50 HP 15

Damage Bonus: +1d4

Weapons: 12-gauge Shotgun 40%, damage 4d6/2d6/1d6
Fighting Knife 45%, dwamage 2d4 + 2

Skills: Astronomy 40%, Bargain 35%, Electrical Repair 30%,
Listen 45%, Mechanical Repair 45%, Navigate 60%, Pilot Boat
65%, Swim 45%; Languages: English 50%, Spanish 30%

Sample Ocean Liner

The SS *Tropic*, a 30,000-ton cruise ship registered in the Bahamas, stretches over 700 feet long and 95 feet wide, cruises at 24 knots, and can carry up to 1,100 passengers. With regular trips throughout the Caribbean,

the typical seven-day itinerary of the *Tropic* begins with an evening departure from Miami on Monday, a day at sea traveling around Cuba, and an early morning arrival in Kingston, Jamaica on Wednesday. That night, the ship travels to Santo Domingo in Domini-cana, arriving in the early morning and departing once again late in the evening. The next stop is St. Thomas in the U.S. Virgin Islands for the day. Saturday the ship is at sea and Sunday a stop-over in Nassau, Bahamas is the last visit before arriving back in Miami early Monday morning. Typical fees for the trip range from \$1,899 for an inside, 2-bed cabin up to \$2,499 for an exterior, luxury suite.

The captain, Jeremy Dunstan, is a jovial man with a head of white hair and a slight limp. A war veteran, he fought with the U.S. Navy in Korea, but speaks little of those days. Nevertheless, he is a hardy man capable of running a tight ship and dealing with strange occurrences, such as an eclipse while traveling north of the Bahamas not



Random Ship Names

01	Acadia	26-27	Delight	51	Jupiter	76-77	Sally
02	Achilles	28	Clara	52-53	Hope	78	Perseverance
03-04	Active	29	Constantine	54	Horizon	79	Polly
05-06	Adventure	30	Cygnets	55	Intrepid	80-81	Providence
07	Agnes	31	Diana	56	Jane	82	Rebecca
08	Albion	32	Dolphin	57	Katherine	83-84	Revenge
09	Amphitrite	33	Eagle	58-59	Liberty	85	Roberta
10-11	Anne	34	Endeavor	60	Lively	86	Rose
12	Assistance	35-36	Elizabeth	61-62	Margaret	87	Santa Maria
13	Aurora	37	Enterprise	63-64	Maria	88-89	Santiago
14	Avenger	38	Expectation	65	Mariner	90	Savannah
15-16	Barbara	39-40	Fame	66	Mary	91-92	Success
17	Belle Dolores	41	Fanny	67	Minerva	93	Swan
18-19	Betsy	42	Flora	68	Morning Star	94	Triton
20	Britannia	43-44	Fortune	69	Nancy	95	Union
21	Caesar	45-46	Friendship	70	Nelly	96	Venus
22	Caroline	47	Griffon	71-72	Neptune	97	Victoria
23	Catherine	48	Hannah	73	Orion	98	Winchestor
24	Chance	49	Harriet	74	Peace	99	York
25	Charming Nancy	50	Hibernia	75	Pearl	00	Zephyr

10 — The Bermuda Triangle

two years ago. The strange part was that no astronomers could confirm that any such event ever happened, even though every one of his 1,100 passengers and 200 crewmen witnessed the event. Of course, after the eclipse ended, there was also the unfortunate incident of a number of missing persons still unexplained, though the incident was hushed up by the cruise line company.

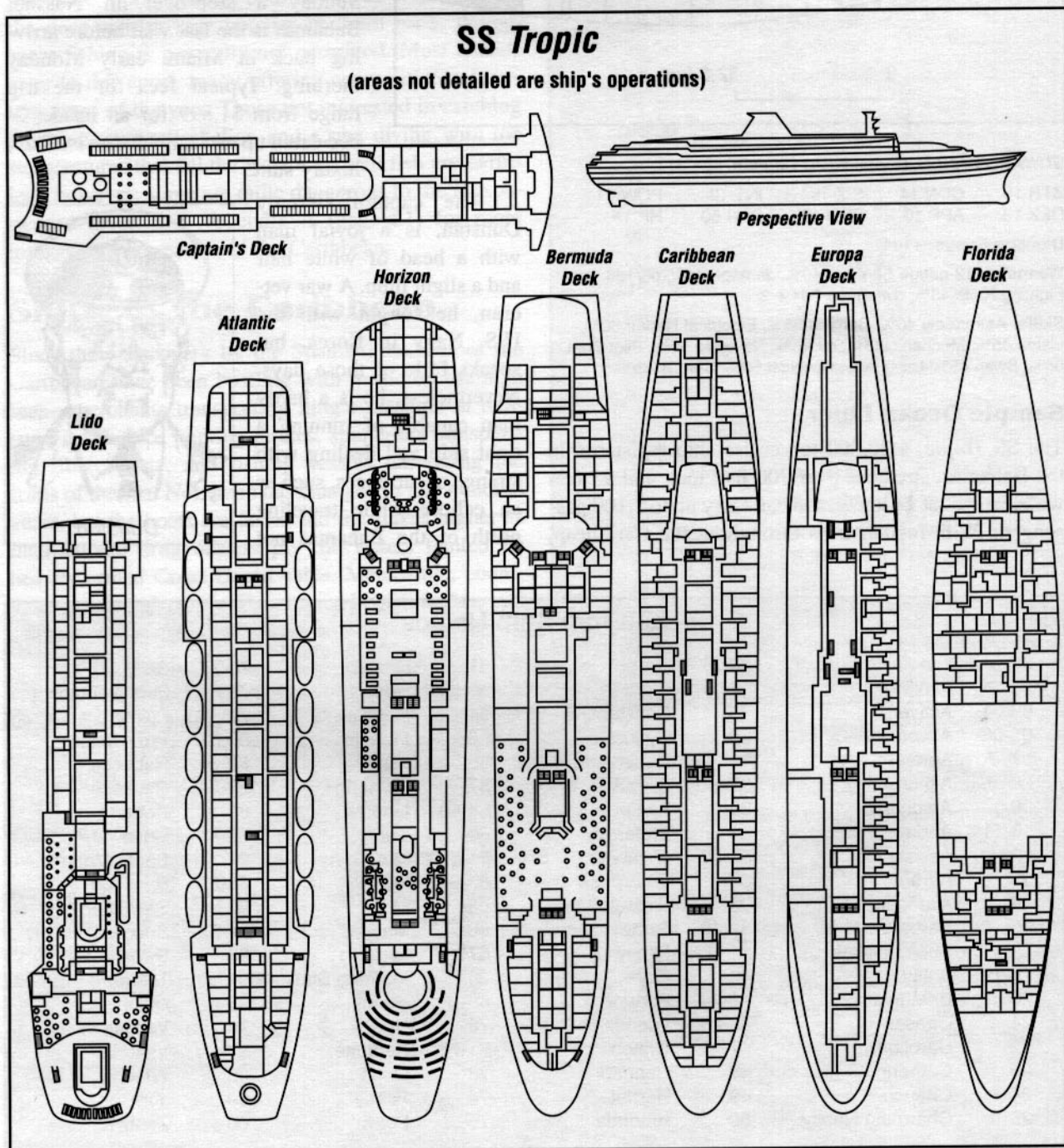
JEREMY DUNSTAN, Cruise Ship Captain, age 58

STR 14	CON 12	SIZ 12	INT 16	POW 10
DEX 11	APP 14	EDU 17	SAN 47	HP 13

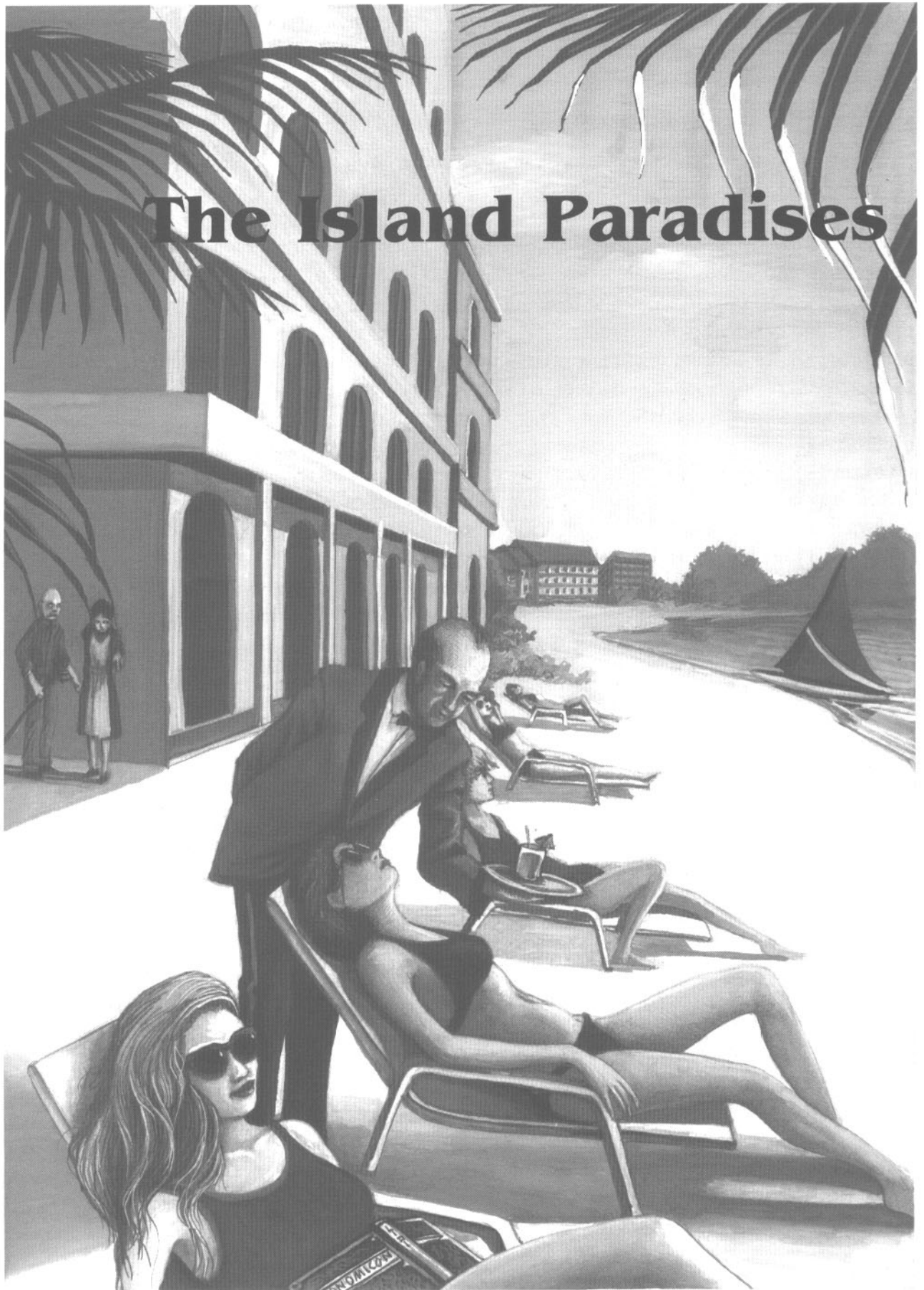
Damage Bonus: +1d4

Weapons: .45 Automatic 55%, damage 1d10 + 2

Skills: Accounting 60%, Art (Painting) 30%, Astronomy 30%, Bargain 30%, Climb 45%, Computer Use 40%, Credit Rating 50%, Dodge 36%, Drive Auto 40%, Electrical Repair 20%, History 50%, Mechanical Repair 30%, Navigate 50%, Persuade 50%, Pilot boat 60%, Psychology 35%, Swim 30%; Languages: English 85%, Korean 20%



The Island Paradises



*Wherein the exotic islands of the Caribbean are described
from north to south and from east to west.*

Island Flora & Fauna

Islands in the Caribbean vary widely, ranging from tropical rainforests to desert wastelands. The more lush islands, getting the most rainfall, are covered in feathery canopies up to 120 feet high that cover the ground in a twilight darkness. On the ground huge leafy ferns and moss blanket the jungle floor. These islands tend to be heavily developed with sugar, coffee, and tobacco plantations cutting through the jungle.

Drier islands, such as Cuba and Hispaniola, range from wide grasslands with small scrub trees to mountainous ranges with tall mahogany and manchineel trees. They have distinct rainy seasons, but otherwise are pleasant in climate. They often have little space available for cultivation because of the rockiness of the islands, but any fertile ground is used to the best potential.

Then there are the desert islands of the Bahamas, dominated largely by thorny woodlands and cactus scrub, found also on the windward side of most islands throughout the Caribbean. Reaching up to seven feet high, these dense scrub brushes are almost impenetrable and contain many forms of life that would be best left alone. On the sheltered sides of islands, friendlier mangrove saltwater swamps can be found, with palm trees and occasional dense tickets of sea grape (which natives once brewed to make a kind of alcohol).

Also found on the islands are the ominous banyan trees growing in the swamps, noble breadfruit trees, mahogany, manchineel, and red tulip trees. Of these, the manchineel should be avoided, as its leaves, sap, and apples are all highly poisonous. During rainstorms, the falling sap causes burns on those taking shelter below. Orchids of all kinds, colorful and gigantic, and mangoes and night-bloom jasmine cover the lush islands in kaleidoscopic displays of nature.

Over 1,000 species of birds can be found in the Caribbean, all multicolored and beautiful, from parrots to nightingales to sea gulls. In the Bahamas huge flocks of flamingoes shelter in the lagoons, and in Jamaica blue herons rest in the waters. Everywhere one looks, birds soar through the heavens and perch in the trees. Even when you cannot see them, you can hear them chirping and singing. At night vampire bats come out in vast flocks, feeding on livestock and insects.

On the ground, there are relatively few animals found in the Caribbean. Large rabbit-like aquatic rodents called hutia emerge at night, and in the lagoons the caiman, a type of crocodile, lurks just beneath the water. Many species of snakes and lizards (like the giant iguana) can also be found in the countryside of most Caribbean islands. Since colonization, most islands have imported pigs, chickens, goats, donkeys, and horses, but few wild animals exist naturally on these isolated places.

Some Caribbean Slang

Anansi (mythical figure): wise spider of myth found in most Caribbean folk tales

Blanc (literally French for "white"): foreigners (Haiti)

Duppy: ghost

Gi' the sweet-eye: wink flirtatiously

Gribble: displease someone

Guagua: "wah-wah" bus (Cuba)

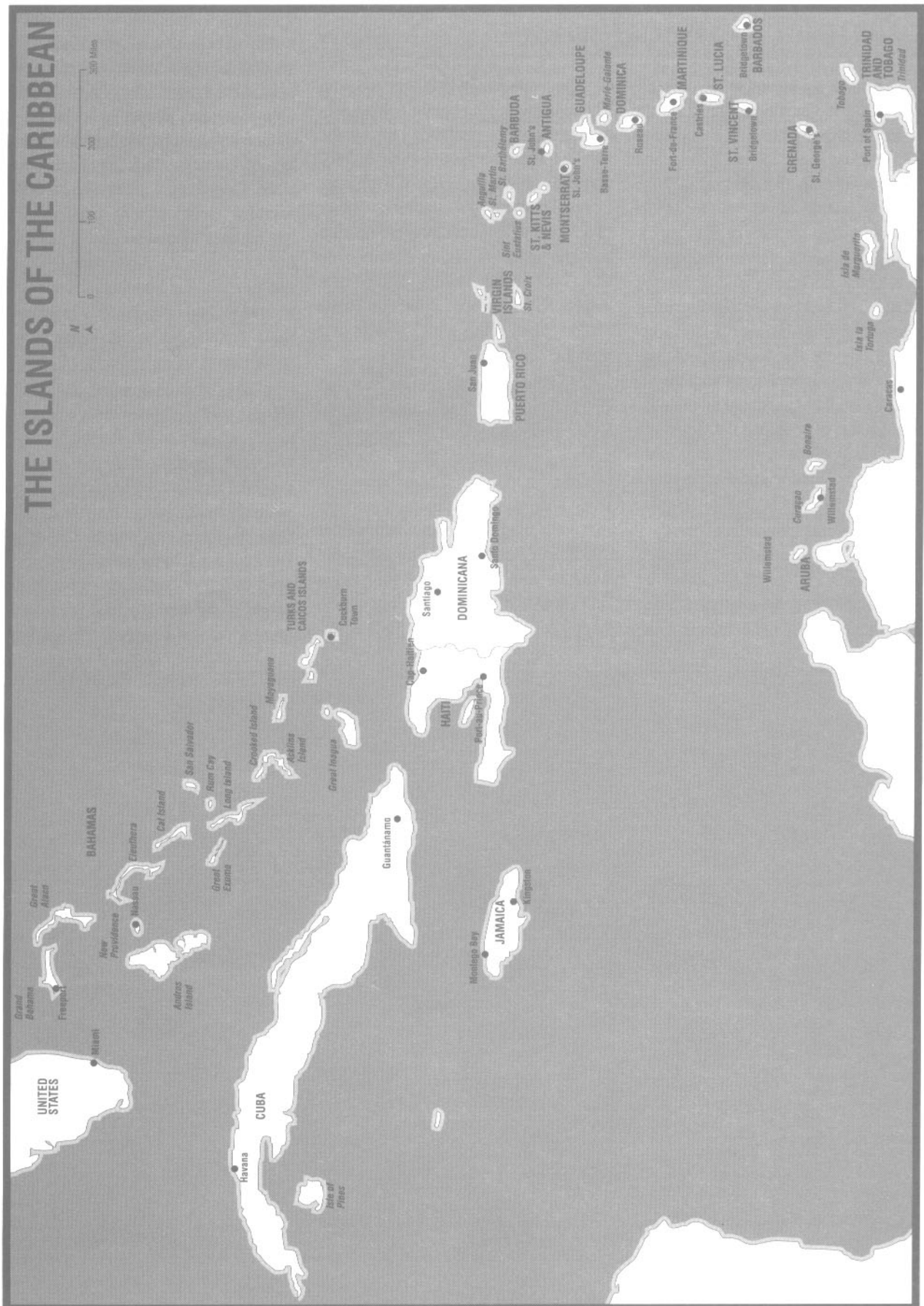
Hot: drunk (Bermuda)

Maroon: a half-African, half-European freed slave

Spike: destroy

Sweet: to please someone

Sweet-mout: flattery



Bermuda

Bermuda, commonly associated with the Caribbean, is in fact a closer neighbor to the United States (775 miles from New York), but shares a similar climate and culture with its island allies to the south (the Bahamas lie nearly 900 miles south-southwest). Bermuda, divided into ten parishes, is a distinctly British island, a self-governing colony of the British Commonwealth, where the locals speak the King's English and observe a dignified formality in most dealings. Though the easy-going nature of the islands is present in Bermuda, most islanders still wear knee-high socks and sports jackets with their shorts.

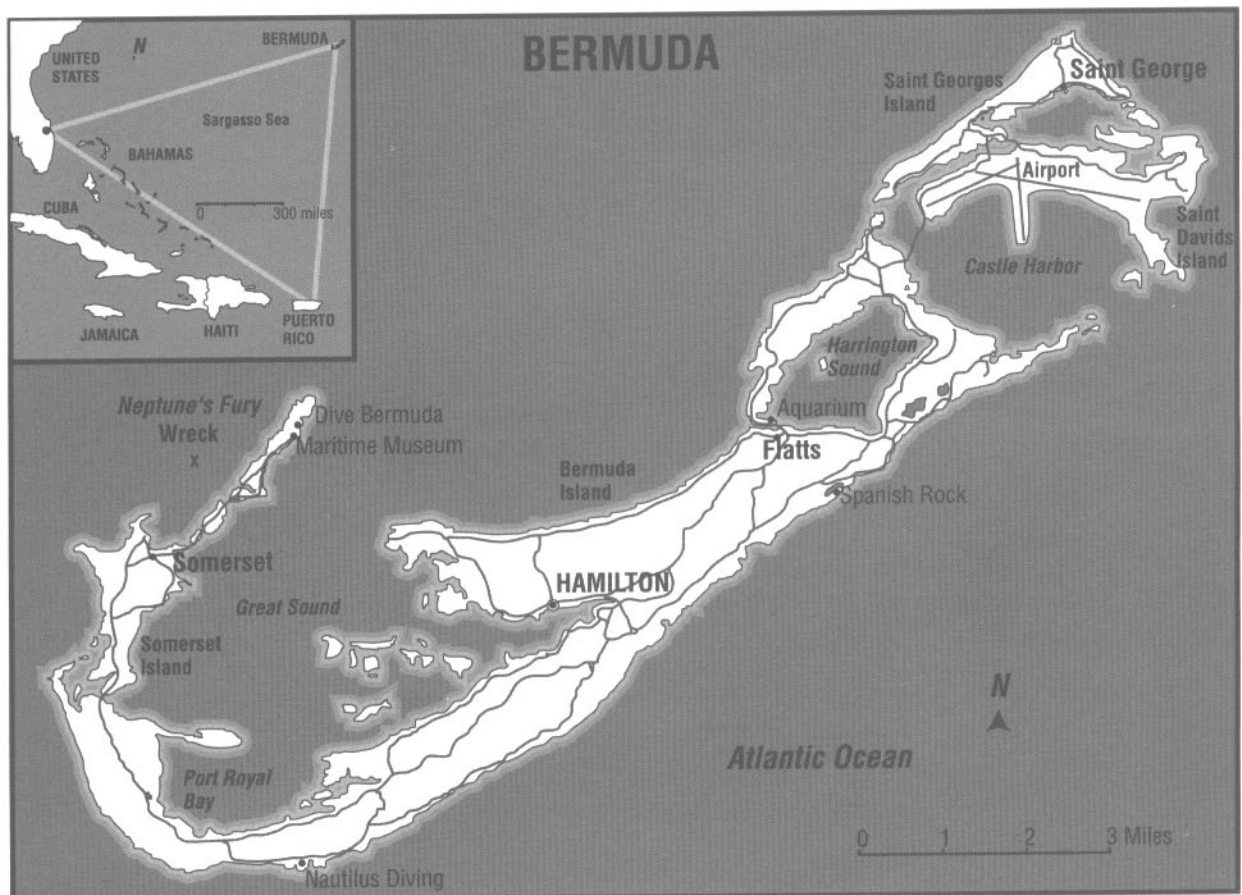
The burial grounds of many a ship, Bermuda, made up of almost 150 islands and cays encircled by pink sand beaches and treacherous coral reefs, has long been the bane

of captains traversing its shores. Though the reefs remain as dangerous as ever, divers from around the world travel to explore their beauty and the wrecks of the unfortunates. Legends speak of dancing lights that lead navigators astray to hidden hazards and sounds unmentionable that keep wise sailors out of the waters. Still, sailors continue to be lured to the raging white waters that ensnare the island sanctuary.

Bermudans, an equal mix of English and African descendants, live somewhat harmoniously together with little racial tension obvious to visitors. They share their lives with the thousands of tourists that visit every year, playing on the same golf courses, sailing the same waters, and dining in the same restaurants. They are only too happy to do so, realizing their econ-

omy relies entirely on the tourist trade. As a result, they set new standards of service and friendliness. However, they realize the appeal of the island is in its quiet nature and as a result limit the number of tourists that can visit every year. They keep a close eye on commercial development and restrict the number of cars to one per household (with a 22 mph speed limit). As a result, the beaches never seem crowded and the islands maintain their paradise-like atmosphere of isolation.

The population of Bermuda (60,000) is spread evenly over the rocky islands in clusters of pastel-colored houses and patches of colorful flowers with narrow, coral-walled roads weaving their way through from one end to the other. Bermudans live in small pastel-colored buildings with white roofs and brightly painted gutters leading to storage tanks beneath the ground.



There are no rivers or streams in Bermuda, so every household is responsible for its own water supply, which people collect from rain-fall and purify with their own systems. In Bermuda, pride is often found in the size of one's water tank.

History

Juan de Bermúdez discovered Bermuda devoid of human civilization in 1503 and left unimpressed. The next visitors, leaving their mark on Spanish Rock in 1543, vanished without a trace, leading to a train of transient visitors who approached but did not land on the "tempestuous isles." Then, in 1609, Admiral Sir George Somers grounded his ship, the *Sea Venture*, on the reefs and founded a colony with the survivors. Soon after, they were joined by Puritans from the American colonies. The islands acted as a navigation guide point for European ships crossing the Atlantic for centuries after.

The island was formally made a British self-governing colony in 1685. Because of its proximity to the Americas and the predilections of its inhabitants, it maintained close ties to the United States throughout the American War of Independence and Civil War. In 1968 Bermuda began to exercise internal self-government and organized its own

House of Assembly. In 1973 the governor was assassinated during riots over self-government and racial tensions. By 1977, calm was restored and measures were taken to eliminate discrimination.

Sites of Interest

Neptune's Fury Wreck: A Dutch privateering pinnace returning from the West Indies in the 17th century wrecked off the northwest shoals of Bermuda. All crew were lost and no treasure was ever found, but rumors that they had captured a large bounty of gold and precious artifacts from a remote Taíno settlement persist to this day. The rumors include a curse placed on the gold by the Indians, dooming the finder to a horrible death at sea.

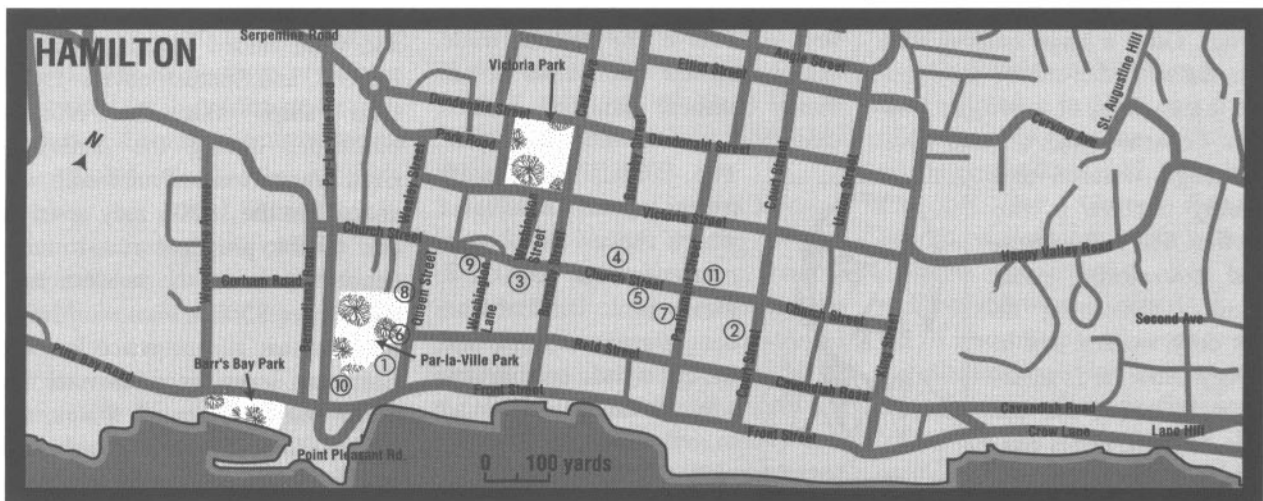
Par-la-Ville Park: A colorful little park in Hamilton that is interesting for its moongate, a circular bricked archway that was recently built. The moongate is a Chinese romantic concept symbolizing eternal love. This moongate, however, is imbued with magical symbols carved into the outside bricks somewhat indistinctly, adding +10% to the caster's skill when casting Create Gate underneath its arch under a new moon. However, the gate will always open to the moon of the Dreamlands, and nowhere else.

Spanish Rock: The initials R.P., a cross, and the date 1543 are carved into Spanish Rock, the identity of the carver unknown. Historians now feel that these inscriptions were made by survivors of a Portuguese slave ship that wrecked on the reefs near the northern end of the island. Their bodies were never found because they resorted to cannibalism and were overcome by the influence of Ithaqua, who wrecked their ship in a great storm. The last survivor threw himself into the sea, but his spirit still wanders the rocks and is seeking a weak soul to possess.

Warez Emporium: A shop carrying charms, silver, bangles, and other oddities, this store is the center of occultism in Bermuda. The

Hamilton Map Legend:

1. Bermuda Book Store
2. Cabinet Building (second oldest Parliament in the world)
3. City Hall of Bermuda
4. Gothic Bermuda Cathedral (Anglican church founded in 1885)
5. Market Place
6. Moongate
7. Post Office
8. Public Library and Bermuda Historical Society (articles back to 1787)
9. Timeless Antiques
10. Warez Emporium
11. Wesley Methodist Church



Overview of Bermuda

Travel Requirements: No visa or passport for stays under three weeks; government permission for longer stays. Departure tax of \$15 U.S.

Terrain: Lava, coral, and limestone low, hilly islands covered in pink sand beaches and thin patches of vegetation.

Climate: Subtropical with year-round moderate temperatures and rainy season between October and March.

Cities: Hamilton (6,000), St. George (3,000).

Language: English.

Currency: Bermuda Dollar (\$1 Bermuda = \$1 U.S.)

Accommodations: \$75-110/day. Hotels tend to be expensive, guesthouses moderate, and cottages reasonable.

Dining: Breakfast/lunch \$10-15; dinner \$20-45.

Dress: Light, casual clothing during the day and formal wear at night.

Newspapers: *Royal Gazette* (daily), *Bermudan Sun* (weekly), *Mid Ocean News* (weekly).

Festival(s): Bermuda Day (May 24): parades, plays, boat races, exhibits, etc.

Getting Around: Taxis (common, unless it is raining; \$2/mile), buggy (colorful carriage; \$30/hr), bicycle rental (\$10/day), moped rental (\$20/day), ferry boats (from Hamilton to Paget, Salt Kettle, Warwick, Somerset, Watford Bridge, and Dockyard; \$1-2/one way), bus (\$1.25). There are no car rentals.

owner, Otto, a large balding man, was the architect of the moongate and is something of a sorcerer. However, he works with a small coven of hedge wizards and merely dabbles in the Mythos. His real interest lies in exploring other realms, something he has only worked out in theory. Now he is interested in trying out the gate he built, but is reticent to try it by himself.



The Bahamas

The Bahamas are made up of over 700 islands and cays spread over 90,000 square miles, though only a couple dozen are inhabited and over half the population lives on the island of New Providence, in and around Nassau, the capital city. The islands are rocky and volcanic in origin, with beautiful white sand beaches and pleasant palm trees sheltering visitors from the sun. Pink and white limestone houses have wide verandahs for sipping rum on hot days, and quaint old buildings adorn the busy streets of Nassau. The old and new mix to form a lovely setting in the Bahamas, where the public library is located in a former 17th-century prison and the local church is in the Gothic style of the 19th century.

The Bahamas are a fully independent nation within the British Commonwealth, though they are largely a casual and friendly people lacking the formality of Bermudans. The majority are African in origin, mixing an island lilt in their English. They share a great deal in common with Americans, with whom they trade a great deal, as there is little food production and free water on the rocky islands.

The Bahamian economy is supported through shipping, banking, and of course the tourist trade, which attracts thousands to its sunny beaches, gambling casinos, and sport fishing tours every year.

The islands also profit from lenient tax laws, which have encouraged many foreign banks to locate here. The Bahamas have a great nightlife and, though a little seedier than some islands, have much to offer people from all walks of life.

History

The island of San Salvador is believed to be the site of Columbus' first landing in the New World in 1492. Whether this is true or not, the Spanish soon overran the islands and the Taíno who made the Bahamas their home. The Spanish, finding little of value, enslaved the natives and transported them to Cuba and Hispaniola to work in the mines, where they soon died out completely. Within twenty-five years of their discovery, the Bahamas were abandoned by the Spanish, devoid of human life.

In 1656, a group of Bermudan pilgrims seeking religious freedom founded colonies on Eleuthera (Greek for "freedom") and on New Providence. Despite being made a British colony in 1670, pirates overran the region, with many infamous pirates of the past anchoring in the waters, including Edward Teach (Blackbeard), Henry Morgan, Calico Jack Rackham, Anne Bonney, and Mary Read. It was not until 1718 that a privateer turned settler named Woodes Rogers chased the pirates from their island haunts and united the Bahamas under the flag of Britain.

During the American War of Independence, the Bahamas were used as a supply depot by Britain and were raided several times by the U.S. and Spanish navies. Later, their ships ran the North's blockades during the American Civil War and after Prohibition was enacted in the 1920's they acted as one of the principal rum-running depots. Now, in the modern age, when over \$500 billion worldwide is spent on illegal narcotics, the Bahamas serve as a channel for drugs into the United States, the unique combination of coves and isolated islets concealing small air-

fields and harbors for drug-running north. However, the government, wracked with scandals in the 1980's alleging involvement in the drug trade, has pursued a strong antidrug campaign in recent years and stepped up patrols, hoping to stem the tide of traffickers.

Sites of Interest

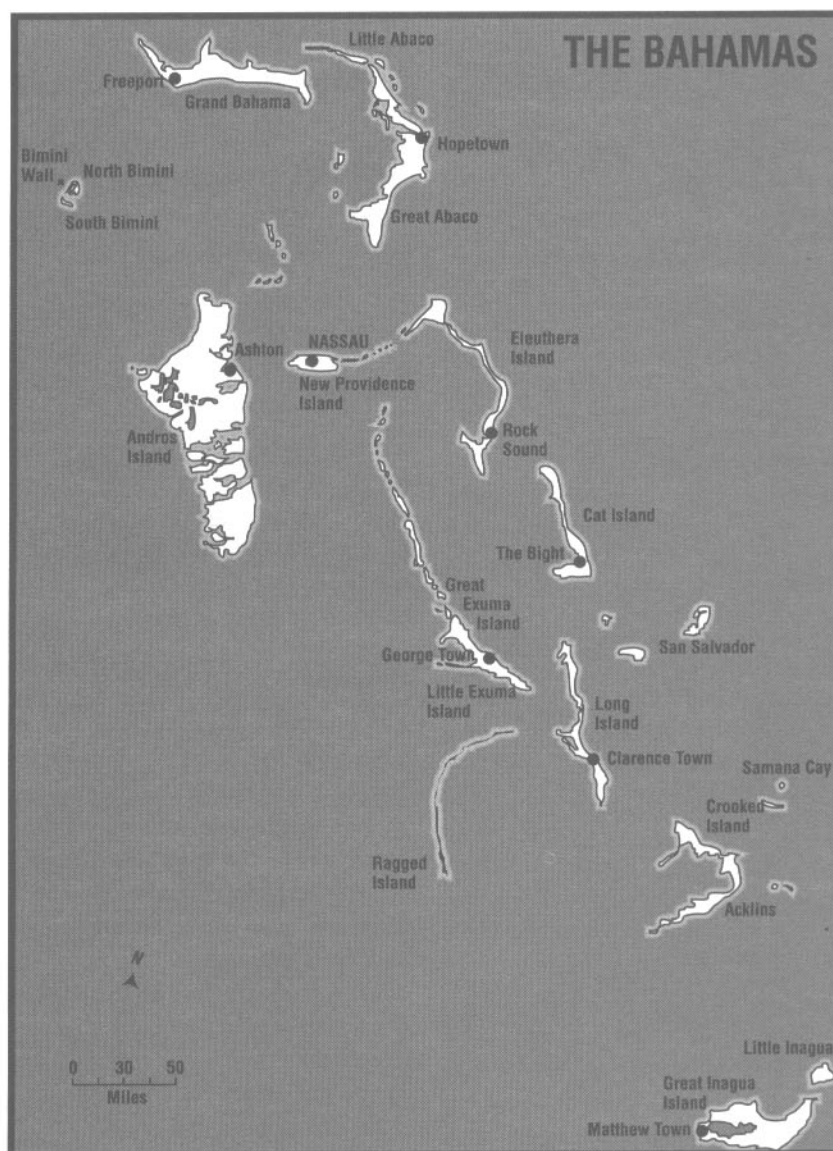
Andros: The largest island in the Bahamas, Andros has unique local legends of the *chickcharnie*, a malicious creature with red eyes that haunts the forests. The island is actually the site of a series of somewhat stable gates into the Dreamlands near the forest where the zoogs play. They sometimes pass through and are sighted on Andros. Andros is also the site of many "blue holes", large holes in the ground that are filled with water and descend several hundred feet, with small caves branching off from them along the way down. Local legend holds that *lusca*, giant octopi, live in these holes and grab intruders, taking them to a watery grave. In addition, on the island there is the town of Ashton, renowned for its marine studies university and strange occurrences.



"chickcharnie"

Bimini: Known for its game fishing, this island, considered in centuries past to contain the Fountain of Youth, has recently attracted much attention due to the special formation of stones found off its northern coast. These symmetrically shaped flat stones form road-like patterns up to 1,000 meters long dating to 6,000 B.C. While scientists insist they are the result of natural phenomena, doubts persist. Some occultists claim the formation to be evidence of Atlantis, while others suspect something far worse—possibly the site of an ancient city, not of man, but of something long since forgotten and best left undisturbed.

Blackbeard's Tower: Located outside of Nassau on the Eastern Road, this mossy ruin was said to be the base of operations for the infamous pirate captain. Destroyed during the antipirate crusade of 1718, the ruins conceal a network of underground tunnels, many collapsed, where Blackbeard conducted



experiments that defied all morality. Some of his experiments have survived the centuries and have occasionally escaped their subterranean bondage.

Underwater Explorers Society: Founded in 1968, this is one of the world's most successful dive operations in the world. Located in Freeport (on Grand Bahama Island), visitors can swim with six dolphins and learn to dive from some of the world's experts in diving. It also offers a museum featuring displays, movies, and artifacts from the society's many dives in the local area and in the region. This would be the ideal place to find



lusca

Overview of the Bahamas

Travel Requirements: Passport/birth certificate and return ticket required.

Terrain: Low and rocky with many crevasses and thin vegetation.

Climate: Sunny and warm year-round. Light showers in June, July, and October.

Cities: Nassau (110,000), Freeport (50,000).

Language: Accented English.

Dress: Light, casual clothing during the day and formal wear at night.

Festival(s): Junkanoo (Dec. 26 & Jan. 1): costumes, masks, parades, and celebrations; Goombay (summer): same as Junkanoo.

Currency: Bahamian Dollar (\$1 Bahamian = \$1 U.S.)

Accommodations: \$30-70/day.

Dining: Breakfast/lunch \$5-10; dinner \$15-30.

Newspapers: *Nassau Guardian* (daily), *The Tribune* (daily evening), *Freeport News* (daily).

Getting Around: Car rental (\$50-75/day), taxis (\$.50/mile), Jitney (minibuses; 50¢ a ride), bicycle rental (\$10/day), motor scooter rental (\$20/day), ferry boats (\$10-20), interisland air ferry (\$50-100/one way).

experienced divers, though they maintain a steadfast policy of not diving in the waters around the Turks & Caicos Islands, refusing to explain their reticence.

Ashton

Located on Andros Island in the Bahamas, just south of Morgan's Bluff on the eastern coast, Ashton was for a long time a popular pirate hide-out. Its shallow docks and cave networks provided the pirates with a safe hiding place, and further inland in the pine and mahogany forests they could find trees to replace fallen masts and repair battle damage. Many of the original settlers were pirates who settled down after a long career raiding throughout the Caribbean. As a result, most of the population traces its ancestors back to criminals of one kind or another.

History

Ashton was officially founded in 1783 by the Haight family of England, a wealthy merchant family that secured its fortune running munitions to the Americans during the War of Independence. However, there had been pirate encampments and forts throughout the area for over a century prior to Ashton Haight's arrival. There are also stories of his financing several pirates, including Henry Morgan, though these are without evidence.

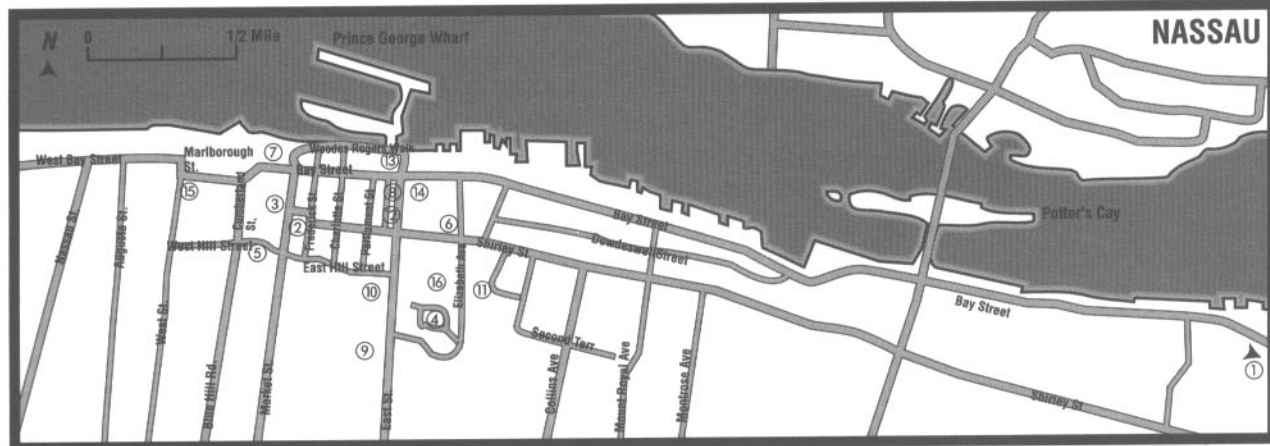
While there were many pirates in the area, the most permanent settlers in Ashton were witches and sorcerers escaping persecution in the U.S. and Europe. These practi-

tioners of black magic found a sanctuary in the accepting atmosphere of Ashton, and, despite occasional misunderstandings and catastrophes, were accepted without question.

For many years Ashton remained a small town of little import, housing the families of smugglers and gunrunners throughout the 19th century, continuing on into the early twentieth century with rumrunners. The wealth from these activities was spent on spacious and beautiful homes throughout Ashton, making it seem like one of the richest towns in the Caribbean, but there was always an element of corruption that gripped the town. While it housed some of the wealthiest families in the Caribbean, so too was it home to some of the worst wretches of the Bahamas, launching their sinister plots from its docks.

Nassau Map Legend:

1. Blackbeard's Tower
2. Central Bank
3. Christ Church Cathedral
4. Fort Fincastle
5. Government House
6. Historical Society Museum
7. Ministry of Tourism
8. Parliament Square
9. Police Headquarters
10. Post Office
11. Princess Margaret Hospital
12. Public Library
13. Rawson Square
14. Tourist Office
15. U.S. Embassy
16. Water Tower



The Haight family founded a college for maritime historical studies in 1924 and offered scholarships to Americans seeking an education in marine sciences. This brought an influx of young people and renewed the town's vitality to some degree, but in 1929 disaster struck. William Haight, the only surviving son of Mary Haight, vanished while near the docks. Though rumors spread that he was involving in dark dealings himself, no trace of him ever turned up. His mother, overcome with grief, eventually was committed and the Haight mansion was boarded up. No living ancestor has ever returned to claim the estate.

After this, though a trust fund for the college was set up, the students stopped coming and the university closed for half a century. Smuggling operations dried up and the town's economy grew stagnant. Many of the wealthier families moved on and the city fell into decay.

By the 1970's it was said only the wicked remained. They took to drug smuggling and piracy, bringing Bahama Coast Guard ships to their waters on a frequent basis. Three ships were permanently assigned to the waters around Andros Island in the 1980's when the government sought to end the trade. The pirates moved on to smaller islands and Ashton almost became a ghost town.

Interest in marine biology increased substantially in the 1980's and foreign investors reinstated the university, this time making biology and archaeology its priority. Within ten years it became one of the leading centers of marine research in the Atlantic, with projects ranging from investigations of the Sargasso Sea and salvaging operations of historical underwater sites to behavioral studies of sharks and other marine life. Ashton's renewed economy, which embraced

tourism as well, allowed renovation of many of its mansions and sent a renewed vigor throughout its dilapidated streets.

Ashton Today

Today, Ashton is very much a college town with a large population of young people from all over the Americas and the Caribbean. They are all here to study the ocean in one form or another and are generally a pleasant and friendly bunch. The remainder of the population consists primarily of the elderly, who either moved here after retirement or returned after working on the sea all their lives. Only a small number of families have spent their whole lives here, but an active folklore continues to maintain the history of the region. Stories of "chickcharnie", evil spirits in the forests, and of the *lusca* in the blue holes persist despite centuries of transient populations.

Andros is not a popular tourist destination. Its west coast is a marshy swampland and the east coast is rocky, with one of the largest barrier reefs in the world. Nevertheless, many divers visit its reefs, which are spectacular and feature The Wall, a drop-off descending over 2,000 feet. There are a number of fresh water springs and blue holes which also attract divers and scientists from around the world. A number of beautifully preserved wrecks around Ashton, abundant as a result of its dark history, add to the interest of the town's surrounding waters.

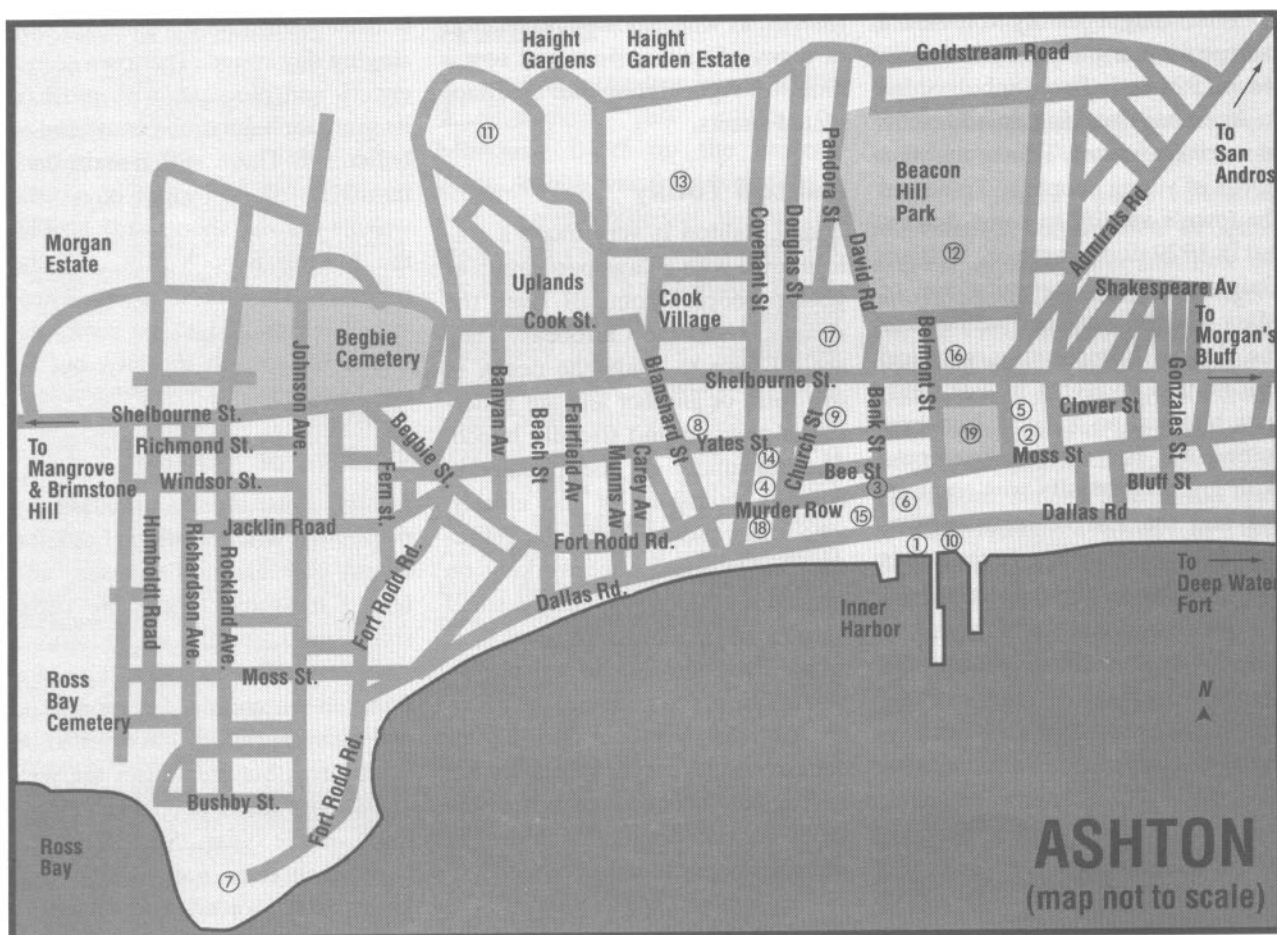
The town itself is impressive, filled with large colorful Victorian-style buildings with arcades and verandahs. Many are used as student housing, but some are still owned and lived in by their original families, dating back to the founding of the town. The island is far lusher than most and as such trees line roads and flowers adorn most

houses, with brightly colored birds singing day-round. The town seems cheery and pleasant, with most of its grungier habitations renovated or bulldozed. There still remain dark reminders of its former days—the wrecks off the shores still visible, the fort on Beacon Hill, and the relics found in the museum. There are also rumored to be cave networks underneath the city, but no one has yet found them.

Secrets of Ashton

Ashton was indeed founded by pirates and witches, which has left a legacy of haunted houses and buried treasures. There are occasional finds, usually no more than small bags of coins hidden by a cut-throat in the walls of his room. The real treasure hoards have yet to be discovered, but the stories are well known and many people search for them every year. Similarly, the haunted houses are largely well known and avoided, and seldom is there any serious encounter. Most ghost sightings are vague at best.

The real secrets to Ashton lie in its cultivation as a center of occult lore in the Caribbean. Many of the sorcerers and witches who came to this place collaborated with one another and founded a spectacular library of occult knowledge unrivaled in the Caribbean. While it remained largely unknown, practitioners who happened upon the island discovered a treasure trove in ideas. They also found, though, that an inordinate number of magic-users suffered horrific ends while pursuing their experiments. It seems that Ashton lies within the Devil's Triangle and magic practiced herein is amplified to a degree that often consumes its caster. The few sorcerers who divined this effect before being destroyed themselves have passed along this knowledge through their children, and their descendants are among



the top practitioners in the world thanks to their understanding of the Triangle and its effects. Nevertheless, they are also among the most afflicted, suffering terrible insanities unheard of in the rest of the world, with delusions affecting their most basic of senses and nightmares transcending the bizarre.

More recently, this library has become known to the scholars at Haight University and is being studied for historical interests. Historians and anthropologists have yet to comprehend the full significance of these texts, primarily because many were written in ciphers difficult to unravel. Some students who manage to decipher the texts vanish mysteriously soon after.

The other significant secret of Ashton is that people disappear with a frightening regularity. There are even cases of people vanishing right in front of someone else. No

trace of these lost people is ever found, except in some exceptional cases where "psychics" have claimed to have contacted the missing people in dreams. Of course, these stories are not believed and the police are exasperated. They no longer investigate disappearances past a cursory search, unless of course the individual is wealthy or important. No one really talks about this, though there are many stories of strange lights seen at night over the waters.

Important Locations

(numbered as on Ashton city map)

Ahab's Boat Rentals (1): All kinds of boats can be rented here from Jeremy Muhallah, a Turk who moved to the island only five years ago after vacationing one summer. He offers good deals, but is known by locals to consort with pirates.

Black Spot Coffee House (2):

Reputed to have been a pirates' tavern centuries ago, this coffee house has now been taken over by students who relax and exchange ideas over lattes.

Cannon Row (3): This central area of the town was once its downtown. The street is lined with cannons said to have been donated by pirates that retired here.

Coney's Greathouse (4): This boarding house is often used by researchers who are staying in town for an indefinite amount of time and cannot afford the more expensive hotels. Aunt Nelly, who runs the place, is a local in her eighties who has seen much and is incredibly friendly, but who says little of the stranger sights she has witnessed.

Courthouse (5): A branch of the Naval Office of the Bahamas was set up here to prosecute pirates

in the 1980's and remains as the courthouse of the town. Records from previous courthouses (destroyed by fires) remain, dating back to the early 19th century.

First National Bank (6): The caves under this building are not merely rumors. To protect the money, a labyrinth of corridors was carved out, in which the safes are housed. Though the bank has been held up, no successful robbery has located the safes.

Fort Rodd (7): This fort was constructed before the town was founded and served as a sanctuary for pirates. It was often attacked by pirate hunters and survived many attacks. Cave networks underneath are said to lead to the center of town and far into the woods to the west.

Freeman's Lodge (8): Once a Freemasons' lodge, this building is now used primarily for town functions. Rumors have it that the Freemasons chose this site because they knew a pirate had buried his treasure somewhere in this vicinity, but they never found it and the lodge broke up in the 1910's, moving on to Nassau.

Government Building (9): This red and white building is where the bureaucracy essential to any modern city can be found.

Haight Aquarium (10): This aquarium houses a wide variety of Caribbean marine life, including some smaller species never seen outside of this aquarium. The aquarium is owned by the university, but the public can visit.

Haight Greathouse (11): One of the most elegant greathouses in Ashton, this one is surrounded by an overgrown garden containing plants from all over the Commonwealth. Though now boarded up, the mansion is said to contain many valuable artifacts that remain unclaimed. Nevertheless, burglars are surprisingly dissuaded by

rumors of hauntings and the fact that no criminal has ever emerged alive and sane.

Haight Memorial (12): Donated by Mary Haight after her son's disappearance, this memorial is dedicated to all those lost in Ashton up till 1929. There are well over a hundred names. Anchors and other such maritime artifacts decorate the park.

Haight University (13): University founded by the Haight family. It is particularly well known for its biology and archaeology departments.

Hanging Justice Bar (14): Nooses adorn this establishment, reputed to have been used to hang pirates centuries ago. Whether there is any truth to this, there are few doubts that this place has a malevolent ambiance about it. It could be that the lights are never any lighter than dim. Smugglers sometimes hang out here.

Neptune's Dive Shop (15): This is the premier dive shop in the Bahamas, featuring expert divers and top-of-the-line dive equipment for rental. They offer courses and expeditions to local wrecks. These divers are also expert cave divers.

Police Station (16): The police force of twelve works out of this tiny blue and white building. Generally, the police tend to be lenient with students but harsh with scraggly-looking outsiders.

Saint Anthony's Church (17): A Protestant church founded in 1893.

Smith Library (18): Founded in 1792 by a supposed pirate-turned-scholar Thomas, this museum holds some of the most prized archaeological finds of the Caribbean, dating back to when a pirate-scholar began collecting tomes from his pirating. There is a Spanish edition of the Wormius Latin *Necronomicon*, as well as *Revelations of Glaaki*, *Historia de las cosas de Nueva España*, and a copy of the English 1815 edition of *Nameless Cults*. The book deposit collection has since grown and is housed in a refurbished warehouse facing the water. Books cannot be taken out of the building, but there is a reading room in the back.

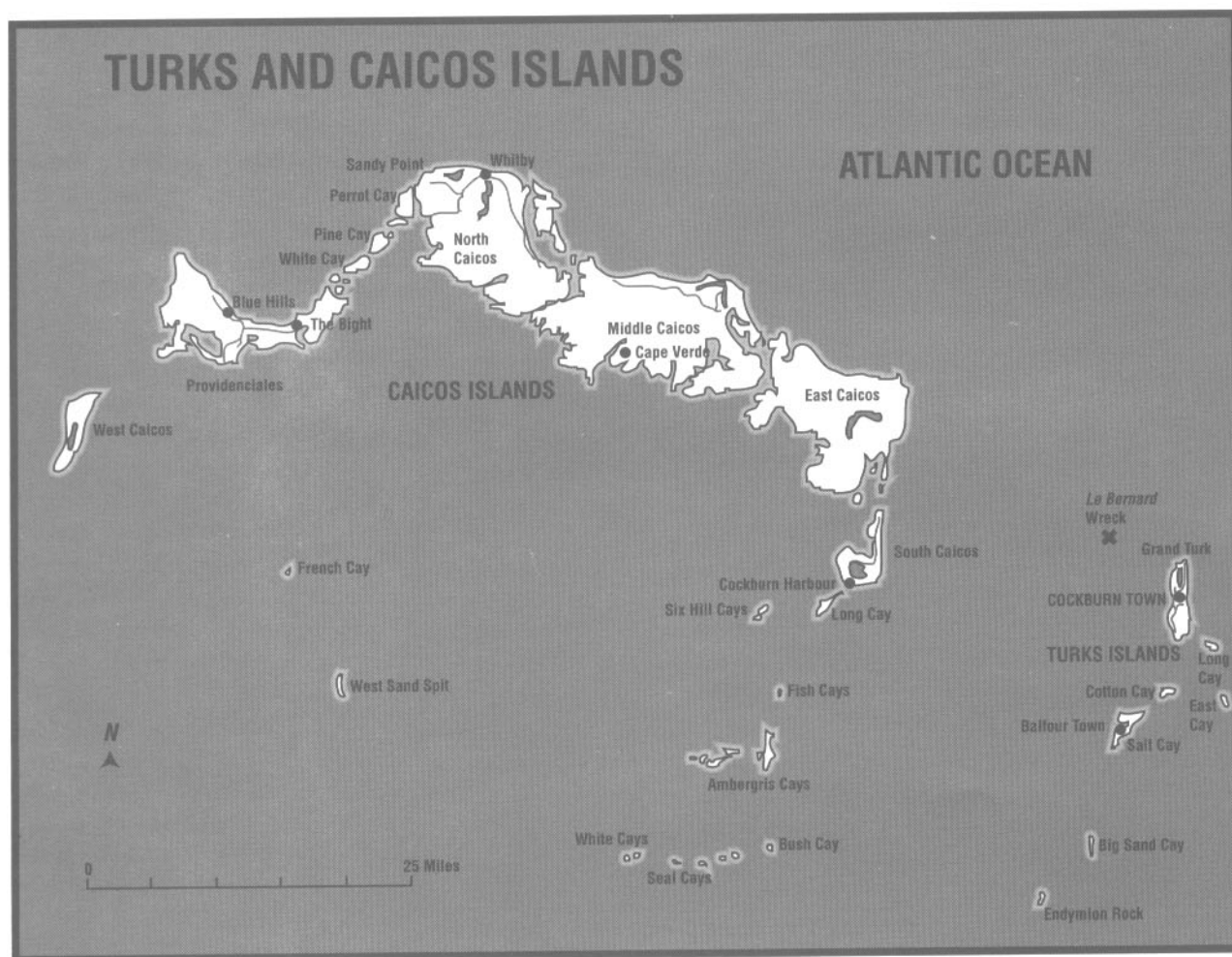
Spanish Square (19): An open-air market in the center of town, in a park and featuring a white gazebo. It's said that once pirates traded their booty for gold in this market.

Turks & Caicos Islands

Most often forgotten, the Turks & Caicos Islands are a part of the Bahamian island chain, but they possess their own unique history and character. Isolated by the longest coral reef chain in the world, the Turks & Caicos have long been neglected due to the difficulty in reaching the forty islands and cays that make up the chain, of which only eight are inhabited. This makes for countless untouched beaches that do not suffer the crowds most Caribbean destinations are plagued by and a community not yet overrun by hordes of

tourists. However, this is rapidly changing as the government opens the door to developers and investors. This financial growth, while overall favorable for the islands, is resulting in a great deal of tension among the locals and growing pains that other Caribbean islands went through decades ago.

Still, the T&CI are a pleasant getaway with many miles of untouched wilderness and protected reefs to explore. The islands themselves are rocky and hilly, with the highest point only 40 feet. Caves and crevasses delving deep into the



rock punctuate the islands and are the source of much folklore on the islands as creatures previously unknown to man have been known to creep out of the dark cracks. These events are rare.

The lack of resources has presented a problem for the islands. They are forced to import almost all of their food and water and have little to export themselves. Their economy is driven by the tourist trade, which they are only now entering. For a long time, the T&CI were an ignored backwater of the Caribbean and this isolation has taken its toll on the locals, largely of African descent, who are wary of strangers and reserved in dealings. Now, welcoming a new era of tourism, the islanders are forced to share their islands and are slowly adjusting to this new life.

History

Little of the islands' prehistory is known, but the Taíno considered these islands holy and conducted many ceremonies on them. American archaeologists have discovered a number of their relics and ruins on Middle Caicos, though they are reluctant to discuss their findings. Soon after European discovery, the islands were avoided because of the reefs that claimed many ships and their lack of value to settlers or gold-seekers. As a result, they, like the Bahamas, gained popularity with pirates who sought to hide in the many bays and coves.

British loyalists founded colonies on the smaller islands in the 18th century, planting cotton and raising cattle. In 1766, the chain was declared part of the Bahamas under British control. By

1848, links with Nassau, never popular with locals, were severed and they joined in an alliance with Jamaica in 1874. When Jamaica achieved independence in 1962, the T&CI resumed a tenuous association with the Bahamas before that island group itself became independent. The British government, unenthusiastic about supporting the insignificant island chain, made the Turks & Caicos a British Crown Colony with minimal support. The local government became thoroughly corrupt during the late 20th century, acting as a supply and refueling stop for drug smugglers from Colombia.

In the last ten years, the government, purged of its most corrupt members, has made an effort to enforce antidrug laws and stem the tide of smugglers. It has also turned its attention to tourism, hoping to

build a strong industry on the appeal of its quiet island sanctuary.

Sites of Interest

Le Bernard: A large French cargo ship traveling to France was lost near Grand Turk Island in a storm in 1764. There was some treasure on board. The ship is a fascinating wreck because it is perfectly preserved, though encrusted with coral. A group of sea ghouls (see page 81) live in it and will take interest in anyone who dives near it.

Cockburn Town: The islands' capital, Cockburn Town is located on Grand Turk, but maintains the appearance of most Caribbean towns as they looked a hundred years ago. Pastel-colored houses and antique buildings dominate the streets where donkey-carts meander by rusted cannons facing out to sea. Still, recent developments have shown their mark on the town as a

new high-tech Barclays Bank and bright yellow government buildings stand out among their antique neighbors. Just outside of the city, new and old mix as a lighthouse and church share the beach with a deserted American naval missile tracking station from the 1960's.

Middle Caicos: Accessible only by ferry from North Caicos, this island is the largest in the chain, but holds only a small colony of settlers. The beauty and natural caves that dominate this island make it the focus of most folk tales of strange beasts surfacing from the depths. Some of the cracks descend hundreds of feet into great watery abysses. Arawak legends held that creatures from the dawn of time are trapped within and that when the earth shakes, some of them are able to escape into the world above. Dark times follow such occurrences.

American scientists are often found exploring the caves which hold Arawak and Taíno artifacts and carvings. They have found a great deal of unique symbols and objects that defy explanation. Nevertheless, the research continues. They often stay in nearby Cape Verde, a strange fishing village known for its unfriendliness and the strange look among the locals. See "The Denizens of Rha'thylla" (page 55) for additional information on this odd town.

Cape Verde

This small town, founded in 1743, lies 10 miles south of Banbarra on the coral island of Middle Caicos in a barren, marshy area. Overland, one must travel a rocky road through low hilly scrublands that are riddled with deep caves once inhabited by Arawak natives hiding from Carib raiders. Every year, anthropologists from the U.S. come to study these sites, where some of the most intact arti-

facts have been found. Cape Verde plays host to these researchers who have recently taken an interest in the isolated community with an unidentifiable ethnic background.

The town itself is centered around the more lush vegetation found in the area. A natural lagoon to the east of the main town festers in the summer. To the north, fishing boats rest in a protected harbor those few days of the year when residents are home from fishing in the waters around the islands. Though the fishermen are often gone for days at a time, they always seem to time their return with the new moon and other holy days.

The men sell their fish in the markets in Cockburn Harbour and Providenciales, where most merchants gladly pay whatever these odd men ask just to get rid of them. Nevertheless, they always manage to land the best catches and are never empty-handed. Some say that the entire town of Cape Verde signed a pact with the devil to ensure their nets were never empty; others fear something far worse.

Cape Verde has few of today's modern amenities, and seems like it has never entered the 20th century. There are only a handful of cars on the streets and most homes have their own generators. There are no hotels or restaurants, and public services like police and hospitals are limited to the one police officer and doctor in town. The houses of Cape Verde are low and uncharacteristically dull in coloration. Some are embedded with coral and shells, but most are simple houses built more for utility than anything. Most bizarre about the town is that when visitors from other countries come, they sometimes see people who resemble friends or family who vanished years earlier. This similarity is usually considered to be coincidental.

Overview of the Turks & Caicos

Travel Requirements: Passport, plus photo ID and return ticket. Airport departure tax of \$10.

Terrain: Low-lying coral islands. Caicos have lush forests and lagoons on the leeward sides, but scraggly brush on the windward coasts.

Climate: Tropical. Dry climate with little rain.

Cities: Cockburn Town (3,000), Provo (1,000).

Language: English.

Dress: Informal. Sports clothes and beachwear.

Festival(s): Carnival (end of August); dancing and partying.

Currency: U.S. dollar is legal tender.

Accommodations: \$40-80/day.

Dining: Breakfast/lunch \$10-15; dinner \$20-30.

Newspapers: *Turks & Caicos News* (weekly), *Conch News* (biweekly).

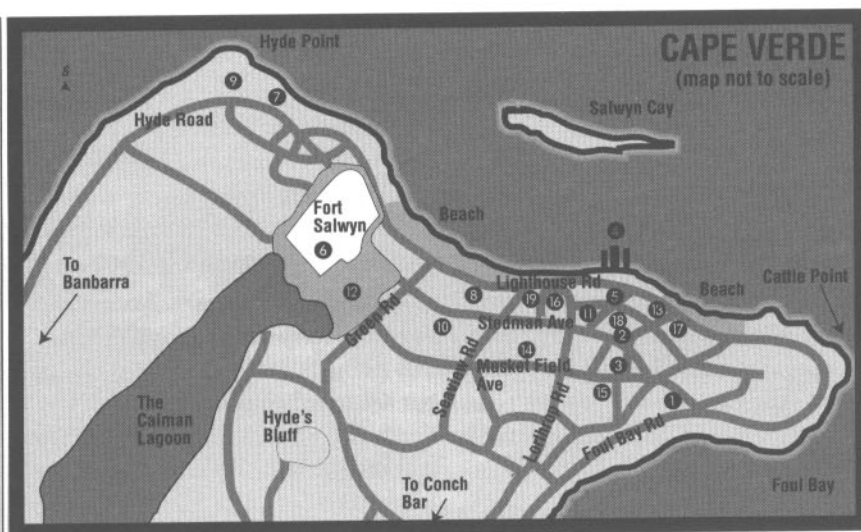
Getting Around: Taxi (\$10/hr), car rental (\$40/day), ferry service (\$5-10), bicycle rental (\$5/day), motor scooter rental (\$20/day).

Cape Verde Map Legend:

1. Aldrich Park
2. Bank
3. City Hall
4. The Docks
5. Fish Market
6. Fort Salwyn Ruins
7. Hyde Mansion
8. Kendrick's House
9. Lighthouse
10. Lorthrop Hospital
11. Lorthrop Library
12. Musket Field
13. Obed's Boarding House
14. Old Salwyn Cemetery
15. Police Station
16. Post Office
17. Rusty Nail Pub
18. Vicker's Pub
19. Waterside Inn

The truth about Cape Verde is that the population, apparently a mix of English and Arawak people, is heavily inbred with deep one blood. All five of the founding families are in league with the Go-ha, a strong clan of deep ones who owe allegiance to Mother Hydra. They have a strong cult of worship under the name "Order of the Coral Lance" that is kept a secret from outsiders. Because their population is so inbred, they kidnap people, often from the sea, wiping their minds and indoctrinating them into the cult of the Lance. Many of their rituals take place far out at sea where there can be no witnesses, but some have been sighted by passing ships and have led to much speculation. The townsfolk tolerate the researchers who stay in their town, but ensure that nothing important is discovered or transmitted to the outside world. This has resulted in some researchers suffering unfortunate accidents.

Scenario Hook: A graduate student known to the investigators vanishes while working on a dig near Cape Verde. His body is subsequently found in a deep cave, the victim of an apparent accident. As the researchers turn their attention



toward the crevice he fell into, the town of Cape Verde grows anxious, as this chasm leads to a cave net-

work that connects their homes and profane temples. Does mass murder lurk in the future of Cape Verde?

Cuba

Cuba is the largest island of the Caribbean, only 90 miles from the United States and sharing a turbulent history with that nation. Cuba today resembles the 1950's in some ways: Vintage cars in mint condition drive along the dusty roads and elaborate dance numbers grace Havana's nightclubs. The Communist Revolution of 1959 has locked the country in that era, for better or worse. Similarly, the way of life is largely innocent and fun-loving like that era, but there is a sense of longing in Cubans who suffer from frequent food shortages. Nevertheless, the country has made significant leaps ahead of the other Caribbean isles, even past standards in North America. Cuba boasts one of the highest literacy rates in the world, an exemplary health care system, a life expectancy equal to that of the United States, and a strong cultural heritage encouraged and subsidized by the state. This has solidified the nation's cultural self-image and strengthened its unity.

Visitors nevertheless find Cuba very much an agricultural country with sugar and tobacco plantations

filling the countryside. In the cities, though, amid the party posters and 16th-century churches and palaces, new resorts and hotels thrown up in the last few years by Canadian and European investors breathe life into the dusty old world.

The people of Cuba, largely mulattos (mixed black and white), whites, and blacks, coexist with little racial tension. Locals welcome visitors with a cheerful demeanor and a notable curiosity about popular music of the day. Though Party doctrine is an everyday part of Cuban life, they are largely relaxed about it and are more interested in enjoying their life through music and literature.

History

Cuba was originally inhabited by a number of tribes of Carib, Arawak, and Taíno, trading and warring up and down the coasts of the island. When the Spanish arrived, most natives were quickly captured and forced to work in mines and sugar plantations constructed throughout the island. Once the natives present

died out, the Spanish began importing others from neighboring islands until those too died out and they were forced to bring in African slaves to repopulate the island. The Spanish managed to maintain prosperous sugar plantations despite these difficulties for several centuries, and used the island as a highly strategic supply depot. Because of the wealth present, pirates and privateers raided it throughout its history, sometimes seizing entire cities for years at a time.

However, it was internal strife that finally freed the island from Spanish hands. In 1898, with help from the United States, Cuba managed to free itself from its Spanish domination in the Spanish-American War. This led to military occupation by the U.S., who were there to "protect it." They left in 1902 only to return in 1906, 1912, and 1917 to protect U.S. investors' private interests. To ensure friendly acquiescence, government leaders

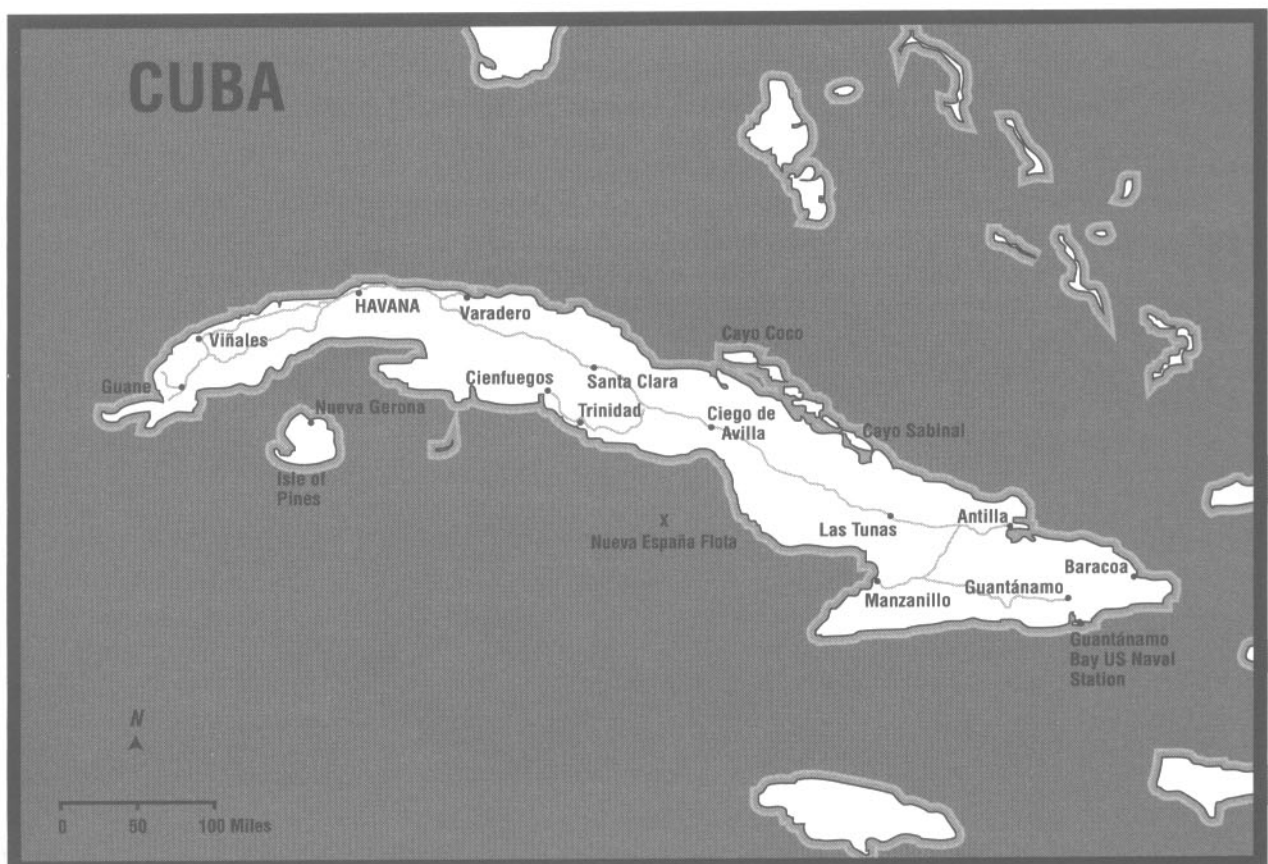
were propped up by U.S. dollars and were renowned for their corrupt practices. Many had close ties to Mafia and other organized crime figures in the United States.

In 1952, an effort to hold democratic elections was cut short by Batista's military coup, which took control until 1959, when the U.S. withdrew support of him and Fidel Castro's revolutionaries managed to take over. After Castro nationalized American holdings in Cuba and joined the Communist bloc, the U.S. broke off diplomatic ties and attempted the aborted Bay of Pigs invasion. Later, in 1962, the Cuban Missile Crisis was sparked when U.S. intelligence discovered nuclear ballistic missiles on Cuba and more missiles en route from the Soviet Union. The world came close to nuclear destruction, but it was averted at the last minute. Since then, diplomatic ties between the U.S. and Cuba have been strained at best.

With the collapse of the Soviet Union in 1991, Cuba lost most of its funding and export markets. In recent years it has reformed many of its restrictive policies and harsher laws to encourage investment from Europe and Canada. This has been largely successful, and Cuba is developing into a Caribbean economic power despite continued trade sanctions from the United States.

Sites of Interest

Governor's Palace: Situated right next to the Plaza de Armas, this old white stone building built between 1776 and 1791 has a series of tunnels beneath it which were recently opened to the public. Many chambers have been bricked up and are only recorded to have existed in documents of the late 18th century. In these rooms are a treasure trove of occult Spanish texts, including a rare Cervantes Spanish translation of the *Necronomicon*.



Overview of Cuba

Travel Requirements: Travel highly restricted for U.S. citizens (only reporters, academic researchers, and those with family allowed to visit). A passport and tourist card (\$36) are required. Visas required for Americans. No restrictions on any other nation's citizens.

Terrain: Varies widely from flatlands to hilly, forested to mountain ranges. Beautiful white sand beaches with protected bays. Three major rivers.

Climate: Very hot May to Sept., moderate at other times. Rainy season between May and October.

Cities: Havana (2,119,059), Santiago de Cuba (405,000), Guantánamo (198,000).

Language: Spanish. English is sometimes a second language.

Dress: Casual.

Festival(s): Carnival (July): dancing, parades, partying.

Currency: Peso, convertible peso (1 convertible peso = \$1 U.S.); U.S. \$ are accepted.

Accommodations: \$20-25/day.

Dining: Breakfast/lunch \$5-10; dinner \$10-25.

Newspapers: All in Spanish: *Granma* (daily, except Sunday), *Trabajadores* (daily), *Juventud Rebelde* (daily).

Getting Around: Bus (6¢), car rental (\$25/day), taxis (\$8/hr), internal air travel (\$20-50).

Guantánamo U.S. Naval Base: Established in 1903, this U.S. naval base located on the coast of

Guantánamo Bay is something of an oddity. Regarded with hostility by locals, base personnel are not ordinarily allowed off-base, making it somewhat isolated. The base is considered by some to be a front-line location, on active alert at all times. It is one place that U.S. military personnel could visit if they wanted to get a closer look at Cuba.

Havana: The capital of Cuba was once the pride of the Caribbean, but now is rather run-down and shows signs of its age (founded in 1515). The city is a mix of old and new, palaces and churches next to housing tenements. There are many fascinating sights, such as the Castillo del Morro, a fortress from the 16th century complete with cannon and lighthouse; the Plaza de Armas, a beautiful square where mass was first said in 1519 under a ceiba tree (a powerful place of magical energy); and the Gothic Church of El Santo Angel Custodio built by the Jesuits in 1672 (holding many secrets built into its foundations).

Isle of Pines: Many wrecks lie scattered around this island, including a 1610 English privateer's sloop, a 1699 Spanish merchant ship, and a 1771 Dutch schooner. Though most of these wrecks have been picked clean, there are always new wrecks, as this island seems to draw ships close to its reefs. Some

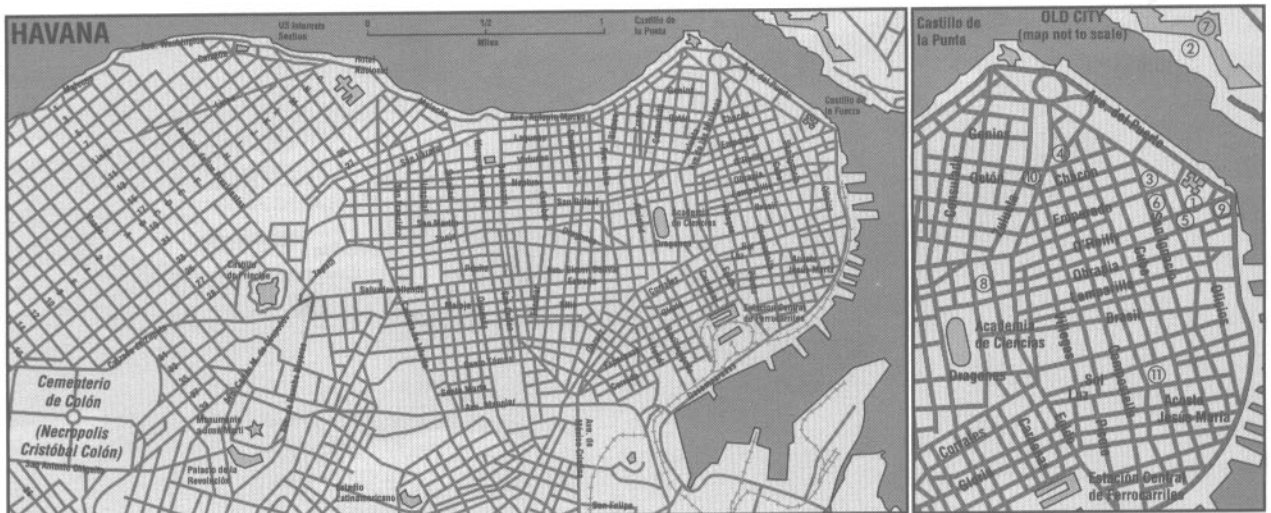
believe there is a malevolent force at work on the island.

Necropolis Cristóbal Colón:

One of the largest necropoli in the world and one of the Wonders of the New World, this cemetery is filled with massive white and black marble mausolea carved in the shapes of mansions, pyramids, and Greek temples. The cemetery is laid out like a little city with the streets and avenues numbered; they were once named after the streets of Vedado, formerly a wealthy suburb of Havana. The treasures of the

Havana Old City Map Legend:

1. Castillo de la Fuerza (oldest building in Cuba [1538]; has the Museo de Armas inside)
2. Castillo de Moro (built in 1589; has a 60' moat with a lighthouse)
3. The Cathedral (built in 1704 by Jesuits)
4. Church of El Santo Angel Custodio (built in 1672 by Jesuits; has white-laced Gothic towers)
5. Governor's Palace and Historical Museum
6. Museo de Arte Colonial (many colonial artifacts)
7. National Observatory
8. Parque Central
9. Plaza de Armas
10. Presidential Palace
11. Santa Clara Convent (built in 1635 with cemetery and public fountain)



El Libro de las normas de los Perdidos ("The Book of the Ways of the Lost")

In Spanish, translated by Miguel de Cervantes Saavedra, 1576-9; published after the author's death. Spanish translation of the *Necronomicon* made by Cervantes while he was a prisoner in Algiers. Due to Cervantes' religious beliefs, it is an expurgated version (all spells were omitted).

Sanity loss 1d8/2d8 Sanity points; Cthulhu Mythos +10 percentiles.

necropolis are unknown, but it is reputed to be one of the most spectacular ghoulish haunts in the world.

Nueva España Flota: A Spanish convoy of ships wrecked on the Jardines Reefs near the southern coast of Cuba in 1563. All of the ships were carrying a great deal of mercury and treasure. The mercury mixed into the water and drove the original survivors mad. Their spirits still haunt the area, bringing grave misfortune to those who seek their sunken treasure.

Trinidad: Now a recreation of a Spanish colony, this town was founded in 1514 as a base of operations in the New World. The cobbled streets and tiled roofs are con-

sidered national treasures, as are the relics in the four museums in the area. There is also a strong underground of occultists present here, experts in Spanish New World occultism, especially Santería.

Viñales: A quaint, small town with red tiled roofs set in a valley surrounded by sheer cliffs that once formed a great cave system millions of years ago. This area was once the breeding ground of terrestrial chthonians. Some still remain in the underground, though local legends are frightening enough to keep people from investigating the deep chasms in the countryside. Nearby at Cueva del Indio, a group of ghouls can be found.

ing. Thousands of divers every year journey here to explore the waters and do some banking on the side.

The residents of the islands, of mixed European and African descent, live primarily on Grand Cayman (over 90% of the population). At several points in the history of the islands, over half of the resident population was at sea, as most locals made their fortunes while traveling the world. As a result, their slang includes a number of nautical terms and though they might seem sleepy and rustic, Caymanians are in fact very worldly and often speak many different languages. They are nevertheless proud of their island homes and would never think of settling down elsewhere.

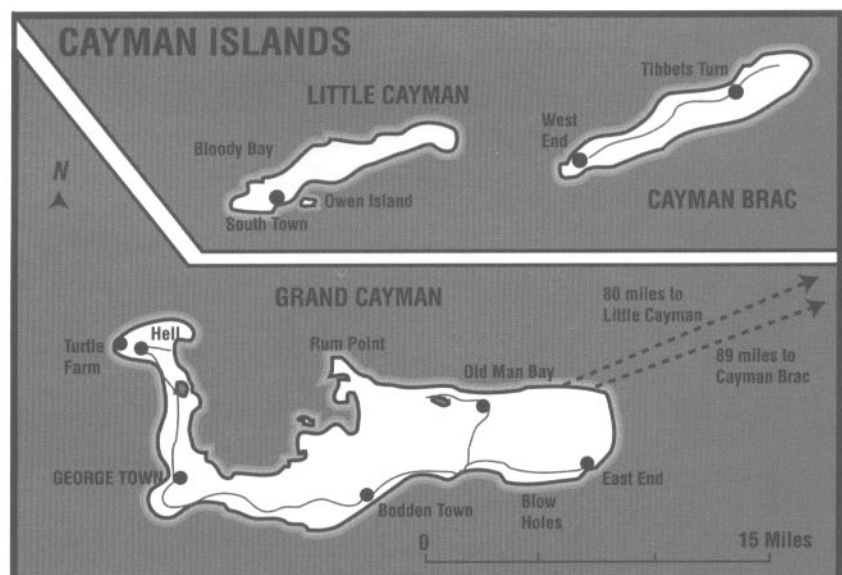
Though small, cities in the Caymans tend to be little giants, heavily developed and strongly reminiscent of American cities. The only difference is the classic Caribbean architecture of pastel-colored buildings and the fact that no building is allowed to be greater than five stories high. Nevertheless, the islands are definitely a part of the 20th century, with modern establishments dominating the landscape. Now, with one of the highest standards of living in the Caribbean, Caymanians lack little

Cayman Islands

Virtually unknown for decades, this minute island chain composed of three islands (Grand Cayman, Little Cayman, and Cayman Brac) is now world famous as an offshore banking haven. Caymanian banks offer confidential banking with no taxes and no questions asked. Many businesses on both sides of the legal world bank here, as do hundreds of corporations incorporated in this country that lacks taxation.

There is more to the islands, remote as they might be. Though the islands themselves are beautiful, there is nothing here that could not be found elsewhere in greater abundance or more astounding colors. It is in the clear blue waters surrounding the islands that their true beauty is found, in some of the most mag-

nificent coral reefs in the world. Colorful fish and shallow wrecks that can be explored with nothing more than a snorkel and mask make every dive exciting and exhilarat-



Overview of Cayman Islands

Travel Requirements: Passport/birth certificate and return ticket required.

Terrain: Grand Cayman: heavily developed with low-lying, swampy areas; Cayman Brac: high, with sharp cliffs and empty beaches; Little Cayman: low-lying and swampy.

Climate: Sunny and warm year-round. Light showers May through October.

Cities: George Town (28,000), Bodden Town (3,400).

Language: Accented English.

Dress: Light, casual clothing during day; informal jackets at night.

Festival(s): Batabano (April): carnival, parades, dances; Pirates Week (October): costumes, recreations, treasure hunts, and parades.

Currency: Cayman Island dollar (\$1 Cayman Island = \$1.25 U.S.)

Accommodations: \$75-110/day.

Dining: Breakfast/lunch \$15-20; dinner \$25-50.

Newspapers: *Caymanian Compass* (weekdays), *New Cayman* (weekly).

Getting Around: Bus (\$1), car rental (\$40/day), taxis (\$.50/mile), bicycle rental (\$10/day), motor scooter rental (\$25/day), ferry boats (\$10-20), interisland air ferry (\$50/one way).

and their economy continues to grow. With over 500 banks, 400 insurance companies, and 18,000 corporations located on Grand Cayman, there is little doubt that their prosperity will continue long into the future.

History

First sighted by Columbus in 1503, the Caymans were first noted for their large sea turtle populations, which sailors favored as a source of fresh meat. The name "Las Tortugas" never stuck, though, with the islands instead taking their name from the Carib term for the crocodile that lived there—the *caiman*. These too were edible, but

the sailors preferred turtle meat and soon the turtles were hunted to near-extinction.

The Caymans were made a British possession, dependencies of Jamaica, in the Treaty of Madrid of 1670 and were settled by British privateers soon after. With never too fine a distinction between the two, many pirates also settled in the Caymans, using their treacherous waters as bases of operations. Today, many families in the Caymans trace their ancestors back to dark figures of the 17th and 18th century.

Some time in the 18th century, legend has it, a convoy of ten British merchant ships wrecked on the reefs of Grand Cayman after the first ship's warning signals were misunderstood by the others following closely behind. Islanders, hearing cries for help, rushed to the rescue and saved every last sailor from the sinking ships. King George III was so grateful for their bravery that he granted that Caymanians would never be conscripted into war service or taxed, hence their distinction as a tax haven.

After Jamaica became an independent nation in 1962, the Caymans were made (of their own volition) a direct dependency of the British Crown. In the same decade, divers came to discover the beautiful reefs the islands offered and laws were created to favor off-

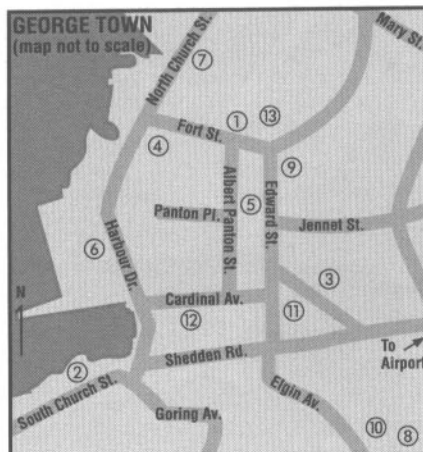
shore banking and businesses. Though islanders were hesitant about the on-slaught of tourists that followed, the island's economy has only improved.

Sites of Interest

Atlantis Submarine: A number of submarines that allow exploration of the ocean floor while keeping dry. Located in George Town just off South Church Street, this operation offers the best view of the ocean for nondivers. The submarines cannot go below 200', however, and tend to stay in shallow waters, visiting coral reefs. They can be rented out with a pilot for those who wish to explore more.

Cayman Islands National Museum: A great little museum in George Town that offers an astounding amount of information on pirates and privateers of the 17th century. Diaries and records from those days are maintained in pristine condition, many mentioning family names still dominant in Caymanian affairs.

Pirate's Cave: A cave near Bodden Town that held a number of skeletons and cannonballs, supposedly a pirate's hideout. These skeletons are actually sacrifices from a horrendous ceremony conducted by the infamous Blackbeard centuries ago. Evil reeks in these caves, but if explorers venture deep into the darkness, they could find



George Town Map Legend:

1. Assembly Building
2. *Atlantis* Submarine
3. Cayman Islands National Museum
4. Coral Trust Bank
5. Courthouse
6. Customs
7. Department of Tourism
8. Government Building
9. Library
10. Police HQ
11. Post Office
12. Tourist Information
13. Town Hall

some artifacts and pages from the ancient Spanish tome that Blackbeard used to cast the spell.

Spanish Bay: Site of a horrible shipwreck in 1774 in which the crew were burned to death when the

ship ran aground on the reefs. Apparently, something so horrific surrounded them in the waters that the entire crew refused to leave the ship even though it was aflame. Locals still avoid fishing in the waters in Spanish Bay.

Jamaica

Jamaica is the third largest country in the Greater Antilles, covered in lush highland forests and with a dark green mountain range running along its center. Some of the Caribbean's most beautiful scenery can be found here, in the Blue Mountains to the east and among the coastal plains in the south. A number of rivers flow through the verdant island, including the Black River, which is navigable by larger ships. Though the southern regions, where the majority of the population lives, have largely been cleared for sugar and coffee plantations, much of the island remains as it was centuries ago when first discovered. A wide variety of plant life can be found around the island, with new strains introduced from Africa and Europe growing side by side with flora indigenous to the island. Spices of all kinds can be found here, leading some early discoverers to declare this island part of the East Indies.

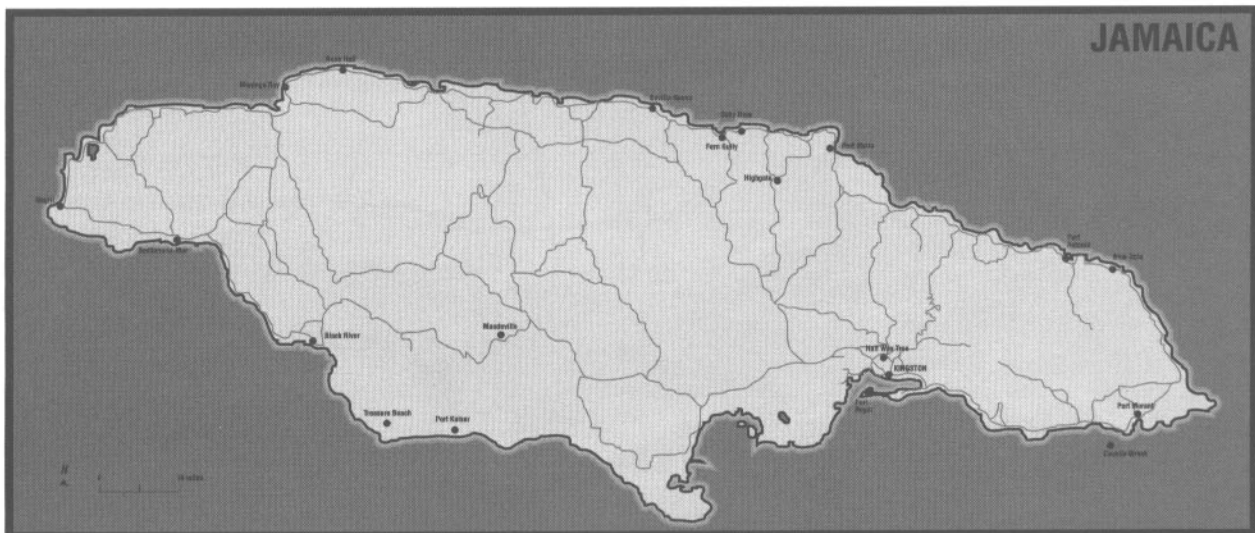
Thousands of species of birds soar through its skies, keeping the deepest forests alive with chatter throughout the daytime hours and keeping their predators, the reptiles, haunting the woods at night.

On the lowland coasts, miles and miles of white sand beaches make this a highly popular tourist destination. Villas and resorts litter the shores, offering a wide range of services and atmospheres, from the family getaway to the more exotic singles bungalows. The carefree attitude of Jamaica, coupled with great package deals, attract tens of thousands of visitors annually.

Jamaicans, a friendly and easy-going people, are made up mostly of African descendants, with a minority of European descendants. More recently, a large influx of Chinese, East Indian, and Arabic settlers have further diversified the already wide range of cultures present in Jamaica. Though African

traditions dominate, the island's wealth and power is concentrated in the white minority. This has led to many riots and problems in the past, but recently tensions have been easing. Many Jamaicans have lived abroad at one point in their life and are generally quite understanding of foreigners and well versed in American culture. Nevertheless, their own cultural heritage is extremely important to Jamaicans, as they have influenced much of world culture in recent years through reggae and calypso.

Jamaica has a huge population, mostly Baptists and Anglicans, spread mostly through southern coastal areas. Despite the country's British roots, Jamaicans have forged their own culture, particularly in the Ras Tafari faith, which is unique among the islands. The religion, strongly influenced by Christianity, holds that an Ethiopian emperor of this century was the Second Coming of God and that blacks are the true children of God. They believe that the Bible speaks to them directly and that their period of slavery was due to their turning away from this Truth. They remain a dominant force in Jamaica, feared by the authorities because they unite the black population under a common faith.



History

The Arawak found refuge in Jamaica's mountainous north between 1000 and 1500 A.D. at first from the marauding Carib and then from the conquering Spanish. Soon after the Spanish captured the island, the Arawak died out and were replaced by slaves. The island plantations prospered until 1655, when the English landed an army to gain a foothold in the Caribbean.

The colonies, poorly defended, were quickly abandoned by the Spanish, leaving the slaves behind

to the mercy of the English. The slaves, not wishing to remain indentured, escaped to the mountains, from which they conducted raids on English settlements.

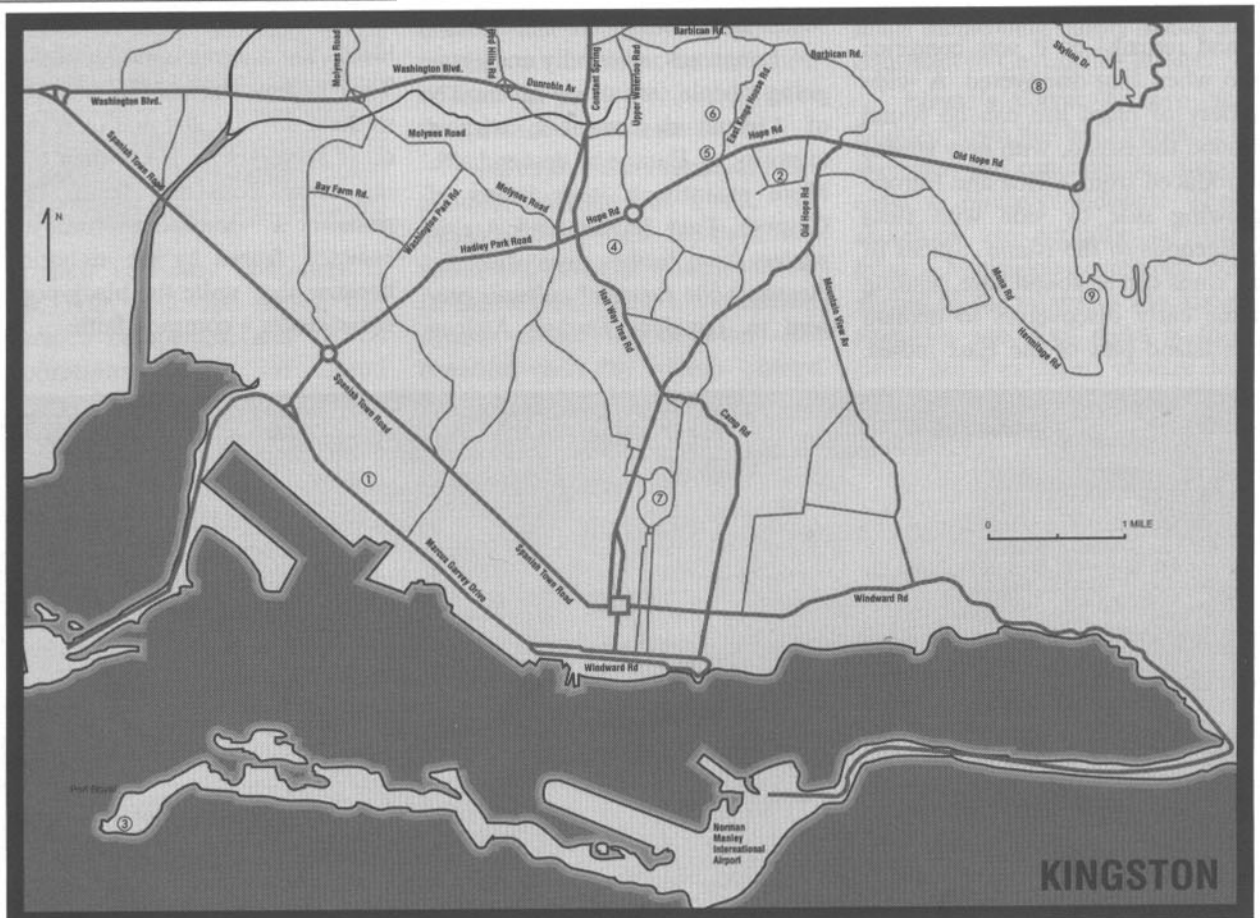
The English established Port Royale, among other colonies, a port from which British privateers launched attacks on Spanish gold fleets and harbors in neighboring islands and throughout the Americas. This port, renowned as the "wickedest city on Earth", became a haven for pirates and all manner of ruffians, including some of the more unmentionable figures of the 17th century. In 1692, the city slid into the ocean after a great earthquake, wiping it from the face of the earth forever more. Many claimed this was a divine act of retribution, while others claim it was brought on by the great witch Madame de Monteville, who presided over the city in that year.

Guerrilla raids continued throughout the 17th and 18th centuries on plantations all across the island, inciting English slaves to rebel themselves. This led to an island-wide revolt in 1760. The English maintained control of the island by abolishing slavery in 1833 and Jamaica was declared a Crown Colony. In 1944, Jamaica joined the newly developed West Indies Federation, but withdrew in 1961 to become an independent member of the British Commonwealth.

Jamaica did not survive through this period without problems. In 1907 another earthquake damaged much of Kingston, and in 1988 Hurricane Gilbert ravaged the island. Also, throughout the 20th century unemployment and inflation have plagued the country. Warnings of violence and rising costs kept tourists away, mended only recently by strong advertising

Kingston Map Legend:

1. Chinese Cemetery
2. Courthouse
3. Fort Charles
4. Half Way Tree
5. Jamaica House
6. King's House
7. National Heroes Park
8. Royal Botanical Gardens
9. University of the West Indies



Overview of Jamaica

Travel Requirements: A passport and return ticket are required. Departure tax of \$12.

Terrain: Rugged mountains, spectacular waterfalls, lush forests, and beautiful beaches.

Climate: Tropical. Hot in the summer, cooler in the mountains. Rainy season between October and November and again between May and June.

Cities: Kingston (750,000).

Language: English dialect and Jamaican patois.

Dress: Casual and lightweight. Evening wear is generally informal.

Festival(s): Junkanoo (Dec. 25-Jan 1): Costumes, masks, parades, feasting, and partying; Little Theater Movement Pantomime (Dec. 26-April): songs, dances, and plays; Independence Day (first Monday in August): parades, music, dancing, arts; Jamaica Carnival (Easter Sunday): parties, dancing, parades; Reggae Sunsplash (mid-August): week-long music festival.

Currency: Jamaican dollar (\$32 Jamaican = \$1 U.S.). U.S. \$ accepted everywhere.

Accommodations: \$25-125/day.

Dining: Breakfast/lunch \$5-15; dinner \$10-50.

Newspapers: *The Daily Gleaner* (daily), *Jamaica Record* (daily), *The Weekend Enquirer* (weekends).

Getting Around: Taxi (\$10-20/hr), bus (50¢), car rental (\$55-80/day), moped/scooter (\$25/day), internal air travel (\$30-50 per dest.).

Advisory: Crime is a problem in Jamaica; be cautious. Marijuana is common and available, but is illegal and enforcement continues to increase.

campaigns and devaluation of the Jamaican dollar. Tourism continues to grow in Jamaica and efforts to rebuild the economy continue.

Sites of Interest

Cecelia: An English slave ship wrecked on the Morant Keys when the crew scuttled it, slaves still shackled on board. This 1770

tragedy resulted when the crew mutinied on the grounds that the slaves were not human. They were some kinds of abominations that are said to have survived through the centuries, despite remaining on the bottom of the ocean for so long. No divers have yet located the wreck (at least none that have returned).

Kingston: Jamaica's capital, Kingston is a bustling modern port city with all the conveniences of home. Damaged badly in the earthquake of 1907 and the recent hurricane, much of the city has been rebuilt in concrete, which makes it a less appealing city than most. However, there are a number of fascinating locales, such as the Institute of Jamaica, which contains an extensive library of early records, and Devon House, a restored 19th-century mansion that houses a fairly impressive collection of island artifacts.

Port Royale: Remnants of the pirate city destroyed in the 1692 earthquake can be found just south of Kingston. Several buildings have been restored and many artifacts have been recovered from the har-

bor floor. The port's old naval hospital is now a museum showcasing more exciting finds from the area.

Rose Hall: Infamous in Jamaica as the home of Anne Palmer, the White Witch, who supposedly murdered lovers and husbands of whom she grew tired. In fact, she only ever killed a slave. Nevertheless, she was an avowed practitioner of voodoo, and many of her artifacts and books can be found in this building, including her diary. Some believe that her spirit still haunts the greathouse. Annie's Pub, a drinking establishment where one can sample Witch's Brew, a local drink, is located in the building's dungeon.

Sevilla Nueva: Ruins of a Spanish settlement dating from 1509 located on the north coast. The site is currently being studied by the University of California in conjunction with the Spanish government. Early reports indicate coexistence with an unheard-of native tribe that worshiped spirits in the mountains. Just outside of the town there is a museum with exhibits from that culture.

Haiti

Haiti is a country fraught with turmoil and revolution. Ever since its earliest times, revolt and rebellion were a fact of life, and not much has changed since then. The crowded island boasts one of the densest populations in the Caribbean, but also holds some of the most beautiful scenery and most intriguing people.

Haiti is composed of two mountainous peninsulas bordering the Gulf of Gonave and separated by wide grassy plains. The mountains hold some of the most gorgeous waterfalls, considered holy sites by voodoo followers, and from them flow the Artibonite, Haiti's major river, which then empties

into the gulf beyond. The rural areas, where over 70% of the population lives, are filled with tiny villages and towns surrounded by subsistence farms and coffee and sugar plantations of all shapes and sizes. Most of the island has been deforested to make ways for these farms and plantations; arable land is considered the most valuable commodity in Haiti, often the cause of much strife in towns.

Haitians are almost uniformly of African descent, though with some native blood intermixed with theirs long ago. There is a small population of mulattos and Europeans, but they form a minority in this, the first black republic found-

ed in the New World and the second oldest independent country in the Americas after the United States. Haitians are proud of this heritage and strongly rebuke outside intervention in their country. Nevertheless, many are tired of the constant turmoil and welcome the recent UN efforts to restore peace in the country. Still, there is a long way to go before Haiti becomes a stable partner in the Caribbean community.

Haiti is the poorest country in the Americas and its people are largely illiterate with poor public education in the cities, even worse in rural regions. Haitians have a strong sense of national identity, however, and have developed a good sense of humor about the horrible conditions under which they live. They smile and laugh a great deal, considering their freedom

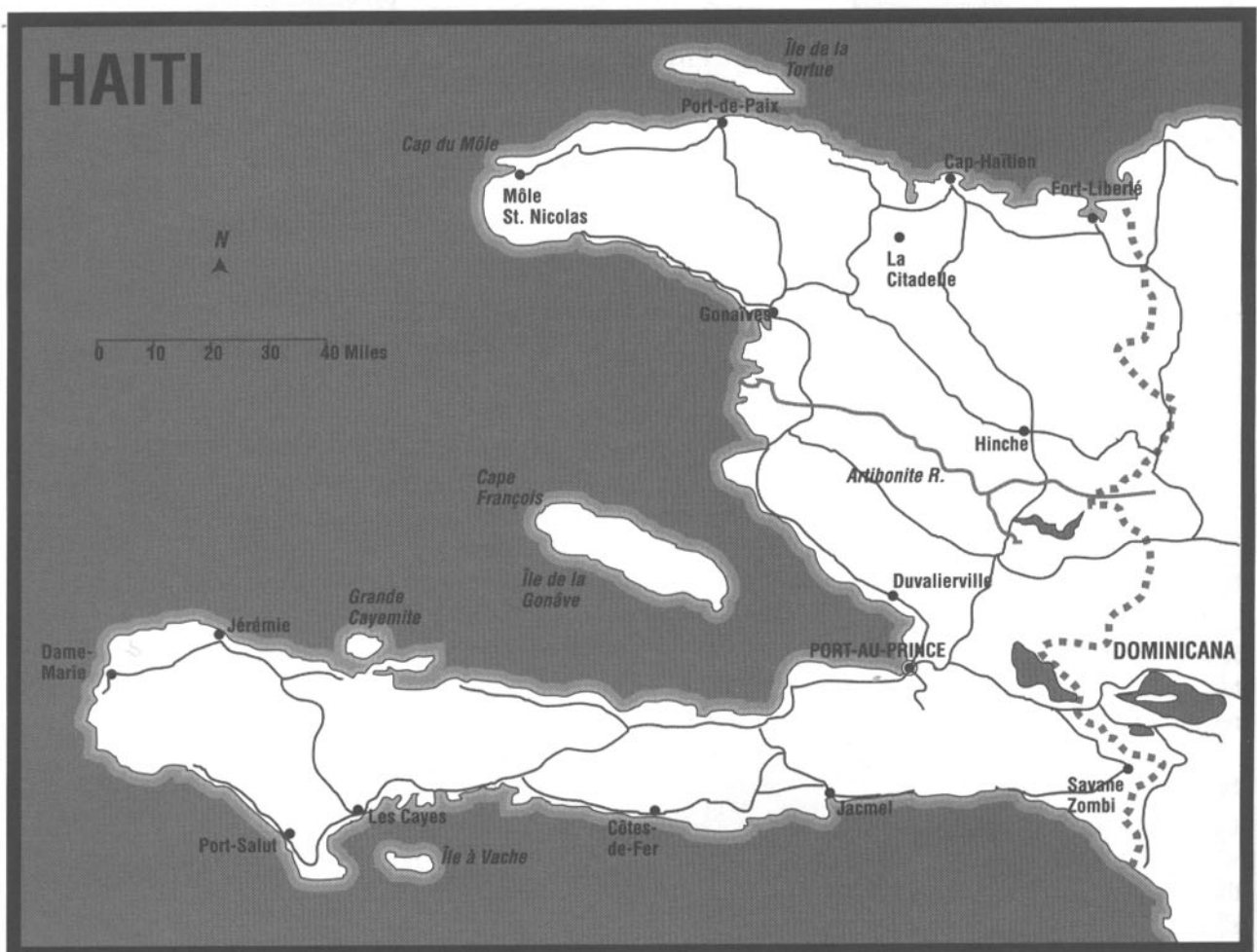
worth the price of poverty and turmoil. Literature, art, and music continue to flourish in this friendly country where all passersby are greeted with a smile and a *bon jour* or *bon soir*, depending on what time of day it is.

In Haiti, one inescapable element of everyday life can be found in voodoo. While the government is currently attempting to curb this faith, outside of the cities almost all villages contain voodoo temples and practice voodoo rituals alongside their Catholic services. The two religions coexist in a kind of syncretic faith common throughout the Caribbean, combining ancient African practices with the Catholicism forced on them upon arrival in the New World. Voodoo adds a third element, native beliefs adopted in early times when the

Arawak and Carib still practiced their ceremonies on the islands.

History

Haiti was once bitterly fought over by the Arawak and Carib, who both considered it a strongly spiritual place. When the Spanish came, both native groups were captured and enslaved, though the Carib largely escaped and conducted guerrilla raids for centuries against Spanish settlements from their mountain refuges. Eventually, the Spanish brought in African slaves, who replaced the exhausted and malnourished natives. The Africans also escaped into the mountains and formed alliances with the Carib, creating the voodoo faith to unite the slaves against their Spanish masters. With constant rebellions and outright massacres of plantation



masters, the Spanish ceded the colony to the French in 1687.

The colony became one of France's most prosperous sugar plantations despite continued guerilla raids from escaped slaves. Finally in 1791, under the leadership of François Toussaint l'Ouverture, a rebellion inspired by the French Revolution resulted in the massacre of thousands of plantation owners and French residents. Toussaint was made the supreme leader of the freed slaves and assembled an army to meet Napoléon in 1802. He was captured by the French army (though Napoléon never deigned to accompany his forces) and died in a French prison not long after. Dessalines, one of Toussaint's generals, seized the reigns of power and declared himself Emperor, leading an army to push forever the French army from Haitian soil and declared Haiti an independent nation in 1804.

When Dessalines was assassinated two years later, the country was once again divided as his successors fought for power. Henri Christophe gained control in the north and engaged his people in mammoth projects such as the Citadelle and the Palais de Sans Souci, designed to rival the splendor and beauty of Versailles. In the south, Alexandre Pétion ruled with iron determination; his successor, Jean Pierre Boyer, united all of Hispaniola under the flag of Haiti until his death in 1843. After his death, a series of coups and internal revolutions allowed the Dominican Republic to escape this control and declare itself independent.

In the early 20th century, the United States became interested in the strategic and economic situation of the island and in 1915, after Haiti's president was assassinated, they sent U.S. Marines in to restore peace and order. Haitians resented this presence and held widespread

demonstrations against it, culminating in the massacre of 2,000 Haitians in riots between 1918 and 1920. Finally, in 1934, the U.S. withdrew its troops.

François Duvalier (Papa Doc) was elected president in 1957 and centralized the government, making himself president-for-life in 1964. His brutal dictatorship, enforced by the Tontons Macoutes, his own private army, ended with his death in 1971. Duvalier appropriated the local myth of "Grandfather Napsack", the Haitian version of the bogeyman, as a nickname for the Tontons Macoutes. Under his rule the "bogeyman" really could make people disappear.

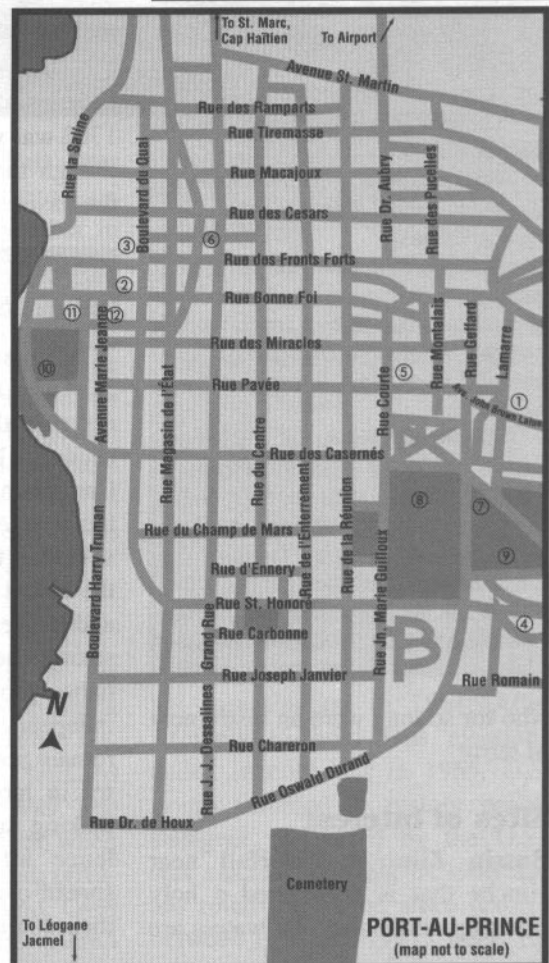
Duvalier's son Jean-Claude, also known as Baby Doc, inherited the presidency and decreased the amount of oppression his father had enacted. Despite his measures to improve life conditions, widespread public demonstrations against his presidency forced Duvalier to restructure his government. When that failed to satisfy the public, he entered self-exile in a sudden flight from the country in 1986 to France.

After Duvalier's exile, the country was thrown once again into turmoil as a series of elections and struggles for power between elected presidents and heads of the military divided the country and resulted in widespread murders and riots. The United Nations imposed trade sanctions and sent troops in to quell rioting and report on human rights violations. Many Haitians fled the country by sea

after the United States declared that it would provide asylum to refugees found at sea. Meanwhile efforts to restore Aristide, the freely elected and subsequently deposed president of Haiti, were made by the United Nations, which have been so far successful. The real question of Haiti's future remains in whether it can maintain the peace after the UN leaves, as few locals trust the police

Port-au-Prince Map Legend:

1. Banque National de Paris
2. City Hall
3. Customs
4. Haitian Museum of Art
5. Holy Trinity Cathedral
6. Iron Market
7. National Museum
8. National Palace
9. Heroes of Independence Plaza
10. United Nations Plaza
11. Post Office
12. Tourist Office



Overview of Haiti

Travel Requirements: There is a travel advisory against "any nonessential travel" to Haiti. A passport and return ticket are required. Departure fee of \$15.

Terrain: High, steep mountains and deep valleys. Cities are colorful, crowded, and dirty.

Climate: Tropical. Warm during the day, cool at night. Cooler in mountains. Rainy months include June, July, September, and October.

Cities: Port-au-Prince (460,000).

Language: French, Creole patois. English is sometimes a second language.

Dress: Casual and comfortable, rugged for touring, jackets at night. Heavier jackets in mountains.

Festival(s): Independence Day (Jan 1): Parades, speeches, fireworks; Mardi Gras/Carnival (three days before Ash Wednesday): parades, floats, costumes, dancing, partying.

Currency: Gourde (5 gourdes = \$1 U.S.). U.S. \$ accepted everywhere.

Accommodations: \$10-50/day.

Dining: Breakfast/lunch \$5-15; dinner \$20-40.

Newspapers: *Le Nouvelliste*, *Le Matin*, *Haiti Libérée* (French-language dailies).

Getting Around: Taxi (\$10/ hr), *publiques* or shared taxis (25¢, but it may take two to five times longer to get where you're going), car rental (\$45-90/day), internal air travel (\$30).

Advisory: Travel at night outside of the cities is not recommended. Theft and murder continue to be a major problem, though tourists are generally safe. Beware of pickpockets and beggars in the cities. Recent political unrest makes the situation unpredictable for visi-

who for so long were an instrument of terror.

Sites of Interest

Bassin Zim: A waterfall near Hinche that is considered a holy place by voodooists. Its waters are

said to have a purifying effect. They may have a calming effect on people who are disturbed, but a certain amount of belief in voodoo is required to gain this effect.

The Citadelle: This gargantuan fortress located on the summit of Pic la Ferrière was King Henri Christophe's most ambitious project. It was designed to protect Haiti from the inevitable invasion by Napoléon, but the attack never came. Nevertheless, the fortress is impressive and is being restored. A labyrinthine complex of tunnels connects it to the Palais de Sans Souci, also built by Christophe, and ruined after an earthquake in 1842. It is said that other plans involved great temples to gods he said he met in dreams. These legends are largely forgotten now, but remnants of their mention can be found in his memoirs, kept in the cellar dungeon of the Citadelle.

Dragon: A French warship with 64 guns sent to quell rebellions in 1762 was wrecked at Cape François though the weather was good and the navigator experienced. It is said

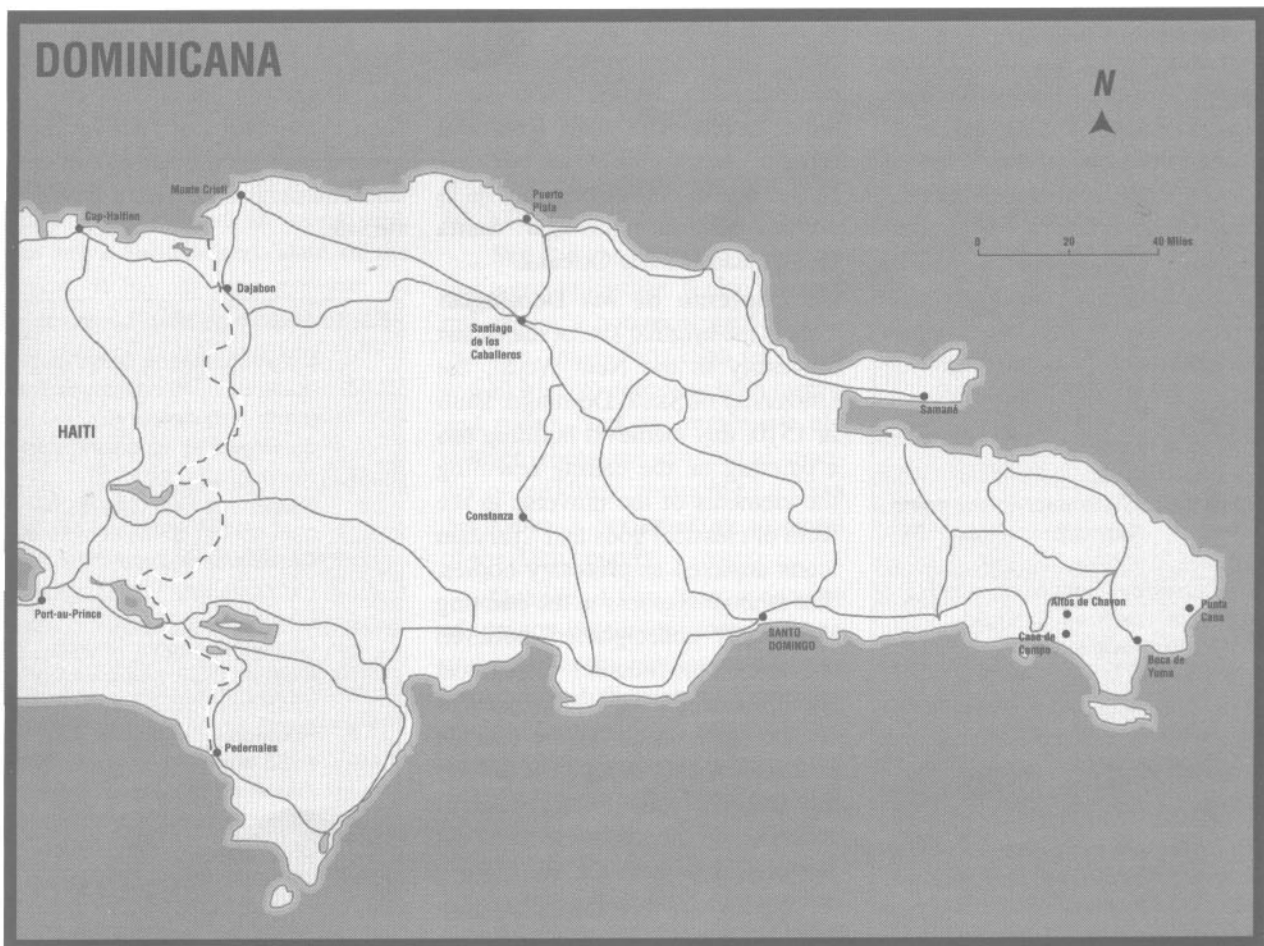
that a voodoo hungan willed it sunk and all the crew turned into zombies. Others believe that the ship was turned into a ghostly form manned by a crew of duppies that sail when the hurricanes come.

Port-au-Prince: The capital of Haiti, this city is built in a kind of amphitheater style ranging from the low dockside central area, rising up on the slope of a hill to the richer area, flanked by mountains ringing the city. The streets, lined with colorful wooden houses, are always crowded with Haitians dressed in bright multicolored clothing weaving through the traffic of new expensive cars owned by the elite of Haiti and old battered taxis. Aside from the higher fenced-in estates of the rich, the poverty is evident everywhere you look. Nevertheless, Haitians are friendly and helpful. There are many sights in the city, including the Iron Market, where crafts of all kinds are for sale, the Musée Nationale, which holds documents and artifacts from the island's earliest times, and the National Palace, from where a series of leaders have presided over Haiti.

Dominicana

Dominicana, formerly known as the Dominican Republic, covers two thirds of Hispaniola, the second largest island in the Caribbean, sharing it with Haiti to the west. As one of the first colonies settled in the Caribbean, it contains the oldest Spanish cities, churches, and houses in the New World. This strong heritage has founded a nation proud of its past and fiercely independent. Soldiers continue to remain posted throughout the country in large and visible numbers, making sure that the same turbulence afflicting Haiti does not spread over the fragile border into their country.

Fueled by a strong sugar and pineapple industry, Dominicana has been working hard to encourage tourism in recent years. Despite a long history of political corruption, the current government is making huge leaps toward stabilizing the country by creating a strong tourism industry. This is due in part to increased foreign investment, but also as a result of the sincere desire by *Dominicanos* to welcome visitors to their island. Nevertheless, the country still has its own share of problems: high unemployment, frequent black-outs, and some political corruption, but efforts to remedy these continue to be made.



Residents of Dominicana are the result of four centuries of European and African cohabitation, most residents sharing a mixed heritage. There is little racial tension among these incredibly friendly islanders who are almost without exception devoutly Roman Catholic. Education is a strong element of their lives, with over 70% of the population literate. The island has the oldest university in the Americas, the University of Santo Domingo, founded in 1538, as well as four other universities of good standing. Islanders are proud of their education and are steadfastly opposed to the superstitions of their island neighbors, the Haitians. Nevertheless, they are cautious when dealing with the mystical.

The true draw to Dominicana lies in the historical sights. Recreations of colonial buildings and

restored forts and cathedrals litter the island. The heritage present on this island outclasses any other in the Caribbean. Scholars researching Spanish ways and customs visit here and Cuba to obtain a clear picture of ancient times, while those wishing to immerse themselves fully in the mystique of Spanish esoterism remain here, in the small towns and old city, where the spirits of long-dead sorcerers continue to haunt the streets.

History

Discovered by Columbus on his first voyage in 1492, Dominicana was the site of the first Spanish settlement, Santo Domingo, founded in 1496 by Columbus' brother. The colony grew in size until 1586 when Sir Francis Drake, an English privateer, burned it to the ground. Over time, ownership of the island

passed between the French, the Spanish, and even Haiti conquered it for a period. In 1844 Juan Pablo Duarte freed it from all outside involvement only to have internal revolts place the island again in the hands of Spain for a brief time.

In 1905 the U.S. established control of the country to protect its investors' interests and landed troops in 1916 after demonstrations against U.S. presence grew bloody. In 1924 the troops left, and six years later Rafael Trujillo established a dictatorship that ruled the country with a harsh brutality until his assassination in 1961. After attempts to hold free elections ended in civil war in 1965, U.S. troops returned to restore peace. Balaguer, supported by the U.S., was elected president in 1966 and has ruled the nation since (except between 1978 and 1987), freely re-

Overview of Dominicana

Travel Requirements: A passport and tourist card (\$10) are required. Departure tax of \$10.

Terrain: Mountainous, hilly with lush valleys and beautiful beaches.

Climate: Tropical. Rainy in May, June, and September to November. Cooler in December.

Cities: Santo Domingo (2 million).

Language: Spanish. English is sometimes a second language.

Dress: Casual and comfortable, jackets at night.

Festival(s): Festival de Merengue (late July): dancing, drinking; Carnival (Feb. 27): parades, dancing.

Currency: Dominican peso (6.4 Dominican pesos = \$1 U.S.).

Accommodations: \$20-100/day.

Dining: Breakfast/lunch \$5-10; dinner \$10-20.

Newspapers: *Listín Diario*, *El Caribe*, *El Siglo*, *Nuevo Diario*, *Hoy*, *El Nacional*, *La Noticia*, *Última Hora* (Spanish-language dailies); *San Juan Star* (English-language daily).

Getting Around: Taxi (\$2-20 per dest.), bus (\$1-6 per dest.), car rental (\$10-25/day), internal air travel (\$30).

elected six times. Balaguer has enacted many reforms that have increased the economic prosperity of the island despite some allegations of corruption that have surfaced through the years. Dominicana continues to flourish with the number of visitors nearly doubling every year.

Sites of Interest

Casa de Campo: A recreation of a 15th-century village, this town is awash in artists and historic artifacts. This was at one time a hotbed of sorcery, and a local chapter of the Inquisition continues to work out of an ancient stone fortress just outside of town. It is said that the Inquisitors confiscated many books, but instead of burning them kept them to learn more about their prey.

In time, they learned things that made them far worse than any necromancer. Today, they guard these secrets with their lives and remain hermits in Casa de los Megatron. They may possibly be in communication with La Santa Hermandad in New Orleans.

Convento de los Domingos:

This is the original site of the oldest university in the New World, the University of Santo Domingo. Built in 1510, this medieval building has a painting on the ceiling revealing the elements of the universe in the form of classical gods and Christian icons depicted as planetary bodies. The strange symbols in the painting are largely undeciphered, believed to have some ancient alchemical significance, but are in fact parts of a Gate spell which can be enacted in this ancient building. The university (and extensive library) itself is found in the suburbs these days, but visitors can explore the old site.

Museo de las Casas Reales:

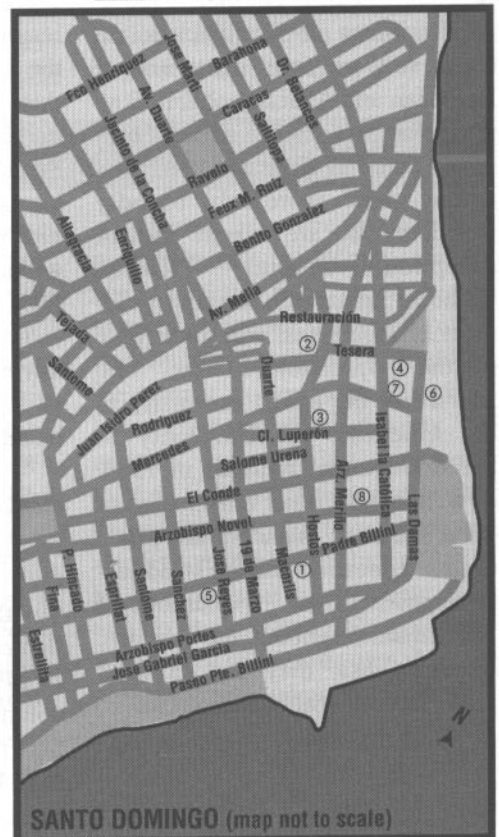
An excellent repository of Spanish artifacts and diaries, this museum located in a 16th-century governor's palace has been restored to its former glory and is the most breathtaking example of colonial living to be found on the island. Some of the relics found in this building relate to the alchemical experimentation common in Santo Domingo's early days, when sorcerers were exiled from Spain for their cabalistic experiments.

San Juan de la Maguana: The main road to Haiti. You need only a passport to travel between the two countries, but can expect to be searched at military checkpoints manned by teenagers with automatic weapons. Few of these kids get paid very well, so bribes

are appreciated, if not required. Just north of this road, close to the border, Corral de los Indios can be found, an ancient native holy ground used by the Arawak to conduct rituals. It is said to be a powerful site.

Santo Domingo Map Legend:

1. Convento de los Domingos
2. Franciscan Monastery Ruins (early 16th century; destroyed by an earthquake)
3. Hospital-Church of St. Nicolás de Bari (stone hospital built in 1509, sacked by Drake and destroyed by earthquakes)
4. Post Office
5. Queen of Angels Church (built in 1537; has a wall of silver near the altar)
6. Reloj de Sol (sundial built in 1753 and said to possess mystical properties)
7. Museo de las Casas Reales
8. St. Mary's Cathedral (first cathedral of the New World, erected in 1514)



SANTO DOMINGO (map not to scale)

Puerto Rico

The island of Puerto Rico is an Overseas Commonwealth Territory of the United States, and as such is considered an associated, but not a full-fledged, state of the union. It has its own government and constitution, and lower taxes, but shares much of the same culture as the States. The same products, jokes, and television programs circulate through Puerto Rico as if it were just another state, albeit a largely Hispanic one.

Still, there is much that makes Puerto Rico unique and distinct from its continental siblings. *Puerto-riqueños* are proud of their island and its heritage, eager to show it off to the hundreds of thousands of visitors that travel here every year. Though the smallest of the Greater Antilles, it ranks as the most popular Caribbean destination in the U.S. Puerto Rico, described by some as a kind of floating Los Vegas, has its full share of casinos and night clubs, often headlined by a mix of Puerto Rican and American stars, to be proud of. It also boasts a wide selection of restaurants of gourmet quality, as well as nightclubs filled with flamenco dancers. Nevertheless, the country

manages to maintain a clean and respectable atmosphere despite this and all of its nightlife is concentrated in the capital city, San Juan.

San Juan has more to offer than just a great nightlife. It also boasts a university, a botanical garden, two massive, intact forts (San Cristóbal and El Morro) complete with turrets and moats, and an impressive old quarter where one can find all manner of buildings, including La Casa del Libro, a bookmaking museum of the 18th century.

Outside of San Juan, a number of nature preserves concentrating on birds, plants, reptiles, or all three are scattered throughout the countryside. Further north one finds the Arecibo Observatory, housing the world's largest radio telescope, just recently opened to the public. Nearby are the Rio Camuy Caves, lying more than 200 feet underground. Puerto Rico also includes three smaller, quiet islands: tiny Mona, larger Vieques, and Culebra.

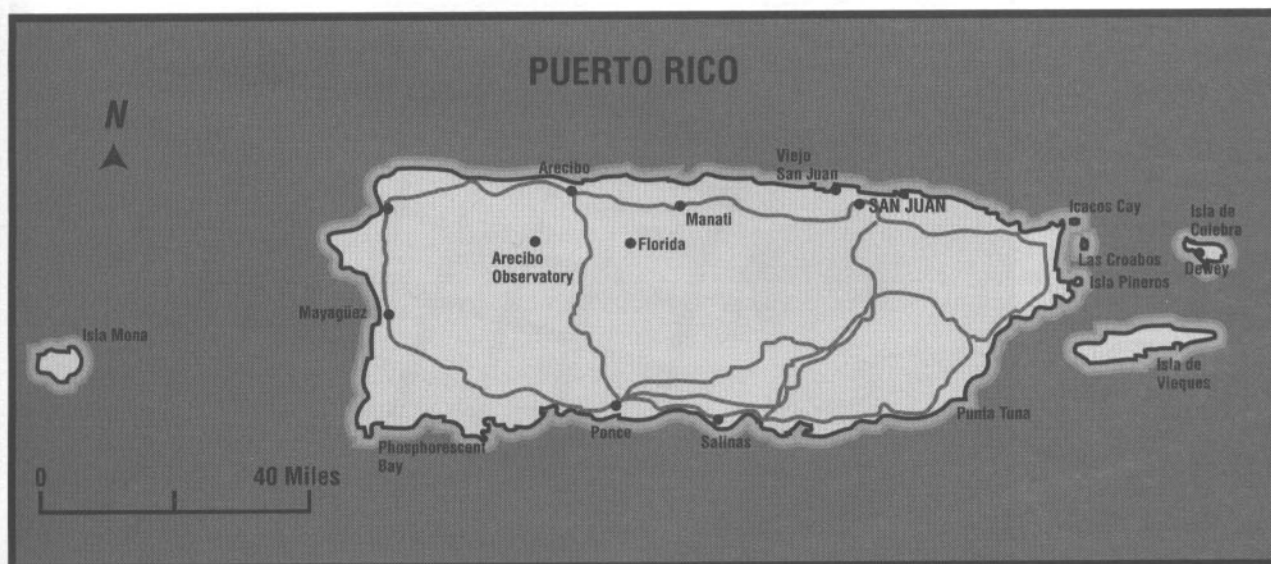
History

A popular island with native peoples, the Taíno were preeminent on this island and numbered in the tens

of thousands when Columbus arrived with Juan Ponce de León in 1493. They renamed the island San Juan with Ponce de León as its governor, who hoped to find gold there. By the end of the next century, after the Spanish had enslaved the native population and crushed their rebellions, barely a handful of Taíno remained.

Sugar, tobacco, and coffee plantations provided the revenue for the island. After the native population was worked to death, African slaves were imported to replace their numbers. The colony did not prosper, though, earning continuing support only due to its strategic importance. For three hundred years the Spanish protected their gateway into the New World from the Dutch, British, and French. By 1897, with interests in the New World waning, Spain granted Puerto Rico autonomous rule, but the next year the United States landed troops and the island was signed over to that nation subsequent to the Spanish-American War.

Puerto Ricans were considered subjects, but not citizens, of the United States, with an appointed governor until 1917, when they were granted citizenship. It was not until 1952 that they were actually



allowed to elect their own government and create their own constitution. In 1993, Puerto Ricans voted to remain associated with the United States.

Puerto Rico is apparently home to a strange creature called the *chupacabras* ("goat-sucker"). It is seen in the Puerto Rican countryside, but never in the cities. It attacks small domestic and farm animals—such as dogs, chickens, and goats—and drains them of blood. It has never been known to attack people. It is possible that more than one of these creatures exists, as there have been recent sightings in Florida of what appears to be another one of the same type of creature.



Sites of Interest

Arecibo Observatory: Located west of San Juan, the Arecibo Observatory is the largest radio telescope in the world, installed over a sinkhole. Open to the public, this observatory is currently studying Earth's middle atmosphere and ionosphere, the surfaces of other planets in the solar system, radio objects within and outside our galaxy, and an intermittent search for extraterrestrial life. Recent discov-

eries of strange movements on Pluto have largely been hushed up.

La Casa del Libro ("The House of Books"): Also found in Viejo San Juan, this is the best storehouse of ancient writings in Puerto Rico, with over 5,000 volumes dating back to the early 1500's. These books, largely pertaining to surveys and studies of flora and fauna, nevertheless contain within their pages descriptions of the San Juan Tragedy, when a plague of insanity overcame the colony and the fortress dungeons were used to lock away the unfortunates in the early 1700's.

Fuere San Felipe del Morro: Located in Viejo San Juan, this small fort was said to have defended San Juan from Sir Francis Drake. The six-level fort built onto a cliffside in 1591 has a great network of dungeons and tunnels underneath it that are said to be haunted by peculiar wails which seem to come from the walls. Legends that the master of the fortress entombed his enemies in the walls continue to this day. The studios, however, know perfectly well that it is not humans that are trapped behind the walls.

Tibes Indian Ceremonial Center: Located in Ponce, the second largest city in Puerto Rico, the

Tibes Indian Ceremonial Center has exhibits of Taíno artifacts, a sacred burial ground, and a replica of a Taíno village. Near Utuado, there are Taíno monoliths and ball courts which have been restored. From evidence uncovered by archaeologists working there, it would seem that the Taíno were strongly influenced by dreams, but haunted by legends of horrible creatures in the seas around.

Viejo San Juan: Undeniably, the most attractive element of the city can be found in the old quarter, four hundred years old. Its narrow, winding streets are always teeming with locals and tourists, pushing

Viejo San Juan Map Legend:

1. Adolfo de Hostos Archaeological Museum
2. Casa del Libro
3. La Casita Tourist Kiosk
4. City Hall
5. Cristo Chapel
6. Customs
7. Dominican Convent/Institute of Culture
8. Ferry to Cataño
9. Fort San Cristóbal
10. Museum of Art and History
11. Museum of the Sea
12. Naval Arsenal
13. Plaza de Armas
14. Post Office
15. Tourism Company



Overview of Puerto Rico

Travel Requirements: None for U.S. citizens. Passport and visa for non-U.S. citizens, except Canadians (passport only).

Terrain: Central ridge of mountains surrounded by coastal plains. Rain forest in east, desert in south.

Climate: Tropical. Prone to hurricanes. Cool in mountains. Rainy months: May to December.

Cities: San Juan (1.5 million), Ponce (190,000).

Language: Spanish primarily, English widely spoken.

Dress: Casual and lightweight. More conservative in cities. Evening wear is slightly more formal.

Festival(s): Carnival (February): masquerades, music, partying; Casals Festival (first two weeks of June): music; Fiesta de San — (varies): Each town has its own festival(s) for its own patron saint, involving massive partying; Festival de las Máscaras de Hatillo (late Dec.): masquerades and music.

Currency: U.S. dollar.

Accommodations: \$40-250/day.

Dining: Breakfast/lunch \$10-20; dinner \$25-40.

Newspapers: *San Juan Star* (English-language daily); *El Vocero*, *El Nuevo Día* (Spanish-language dailies).

Getting Around: Taxi (\$10/hr), bus (25-50¢), car rental (\$35/day), ferry service to islands (\$3/person, \$10/car), internal air travel (\$15-30 per dest.).

Advisory: Crime is a major problem in Puerto Rico, especially for women traveling alone. Dengue fever outbreaks common; avoid contact with untreated local water.

their way through to markets or museums. Cathedrals, greathouses, and monasteries share the streets with modern clothing retailers, but the spirit of the city is alive in this ancient realm where the presence of ghosts is undeniable. The many museums hold much knowledge of the city's past, including information on the enigmatic Taíno Indians who once inhabited the island.

The Lesser Antilles

For reasons of space, the myriad of Lesser Antilles islands cannot be examined in the same depth as the Greater Antilles. Many of the islands use the East Caribbean dollar, which exchanges at a rate of 2.7 to one U.S. dollar. These islands' economies rely primarily on tourism and most islanders speak a little English, even if it's not their first language. Most islands require passports and return tickets for visitors entering the country.

U.S. Virgin Islands: Just east of Puerto Rico are the three islands—St. Croix, St. Thomas, and St. John—that make up the U.S. Virgin Islands. These islands are extremely dry, though colorful during rainy months (Sept.-Jan.). Bought in 1917 from the Spanish, these islands have been ruled by most European nations at one time or another. They are now major tourist destinations, highly developed and suffering somewhat from crime and the many hurricanes that have wreaked havoc upon their hotels and resorts. Of note in the Virgin Islands are Carnival (held in April), a costumed celebration reminiscent of ancient African rites, and an oceanic drop-off in the coastal waters of St. Croix that descends 2,000 feet. This deep trench is said to contain horrible things (possibly a star-spawn of Cthulhu)?

British Virgin Islands: Composed of fifty rocky islets, cays, and islands, the British cays were once a favored hunting ground and resting place of pirates, but have since become a stable and peaceful member of the British Commonwealth. Only a handful of islands are inhabited, including Tortola, Anegada, Virgin Gorda, Jost Van Dyke, Norman, and Peter. Tourism is the islands' primary industry, as many are drawn to their

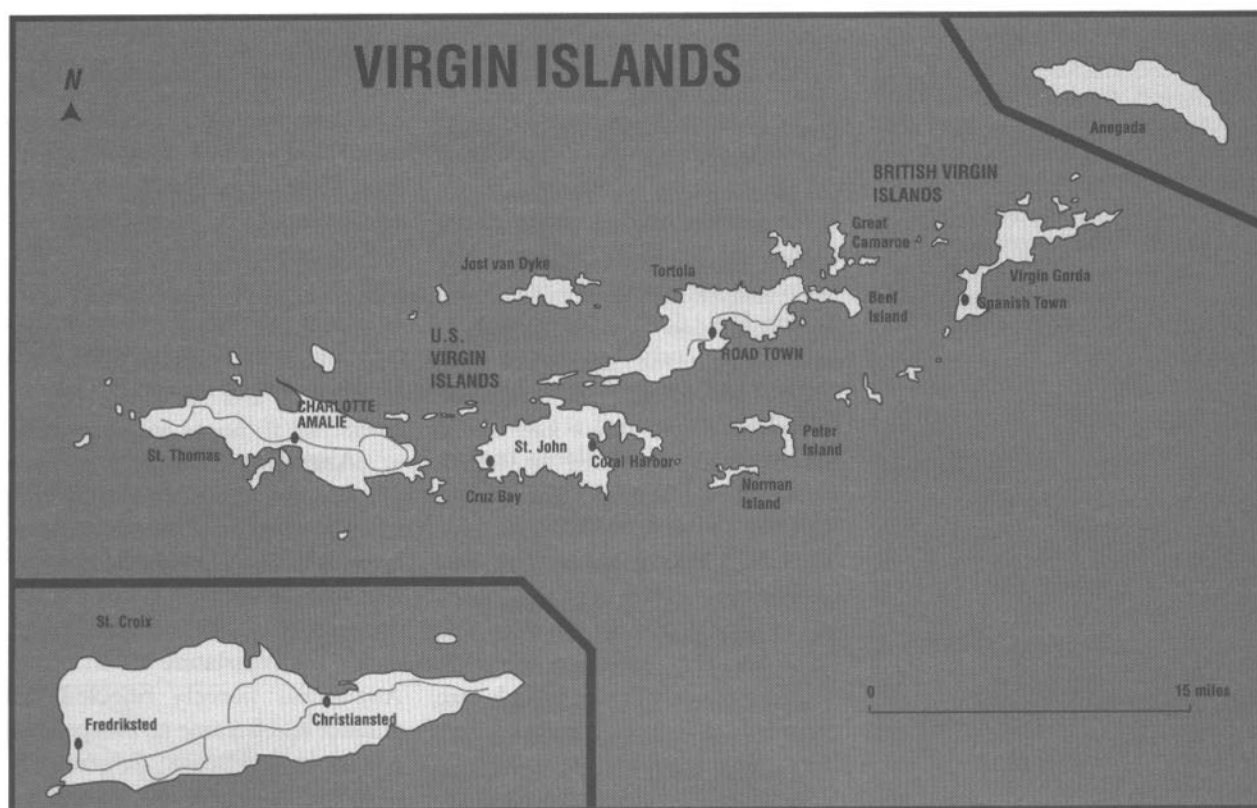
isolation (no major airlines reach them) and lack of commercialization. Most intriguing are the baths on Virgin Gorda, where monstrous rock formations made from cooled lava transform the landscape into an otherworldly place where bizarre creatures are said to live, and Dead Chest, said to be the site of *Treasure Island*.

Anguilla: Serpentine shaped, this island named "eel" in Spanish by Columbus has had a quiet history until the last few decades, when it balked from a British government decision to subordinate the island under the legislature of St. Kitts. Anguillans fiercely rejected this alliance and became an independent colony in the British Empire. The island is slowly being developed. Though crime is increasing, locals still leave their doors unlocked.

St. Martin/Sint Maarten: This small island is divided between the French and the Dutch, with a token border separating the two sections of the island.

While Sint Maarten holds the only airport on the island, the exciting nightlife and beautiful beaches can only be found on the French side of the island. The island is overrun with tourists and is filled with resorts and hotels to service this booming industry. As a result, there is little that is not commercial on these islands.

St. Barthélemy: A gorgeous and mountainous island, St. Barts is a dependency of Guadeloupe. The inhabitants, sober but sophisticated, are protective of their island, and want to keep it to themselves. That isn't much of a concern, because there is only one small airport and prices are in the very expensive range. Still, the older locals have stories about strange sightings in



and around their island that could well be worth the visit.

Saba: The mountain island of Saba has no beaches, only one road ("The Road"), and little development. Surrounded by steep hill-sides, this Dutch island remained isolated for a long time, but has recently begun to cater to the trickle of tourists that are discovering it. Still, only a handful of hotels exist and its main claim to fame lies in a decompression chamber installed by the Royal Dutch Navy (the only one in the Lesser Antilles).

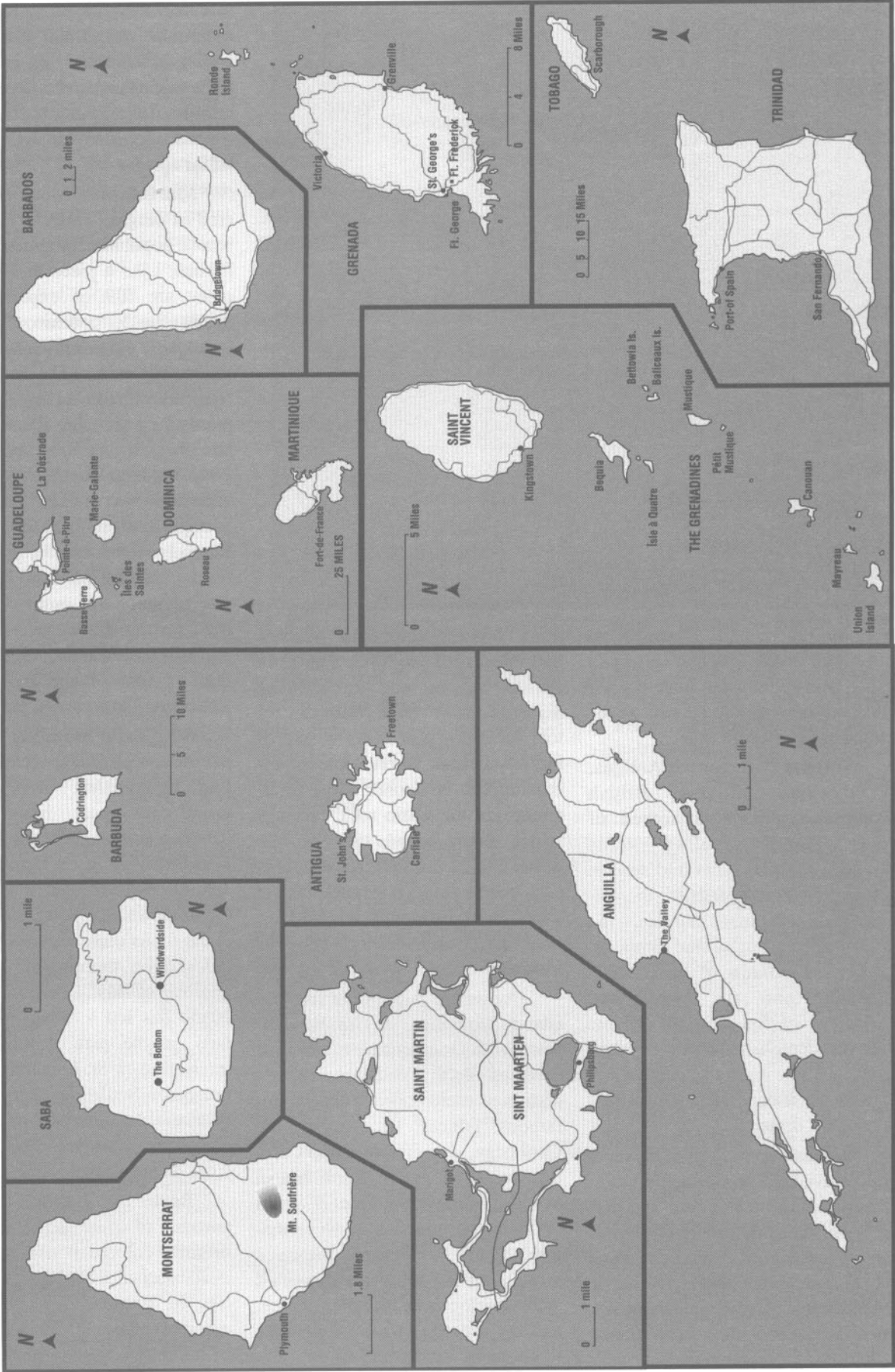
Sint Eustatius: This quiet volcanic isle was once a major port in colonial days, with merchants from all over coming to trade silver, silks, and arms. Offering tax-free sales, many shipments were smuggled into the "Golden Rock's" ports to be sold at outrageous profit. In addition to these profitable affairs, island merchants supplied munitions to the U.S. during the American War of Independence. Greed soon overcame the mer-

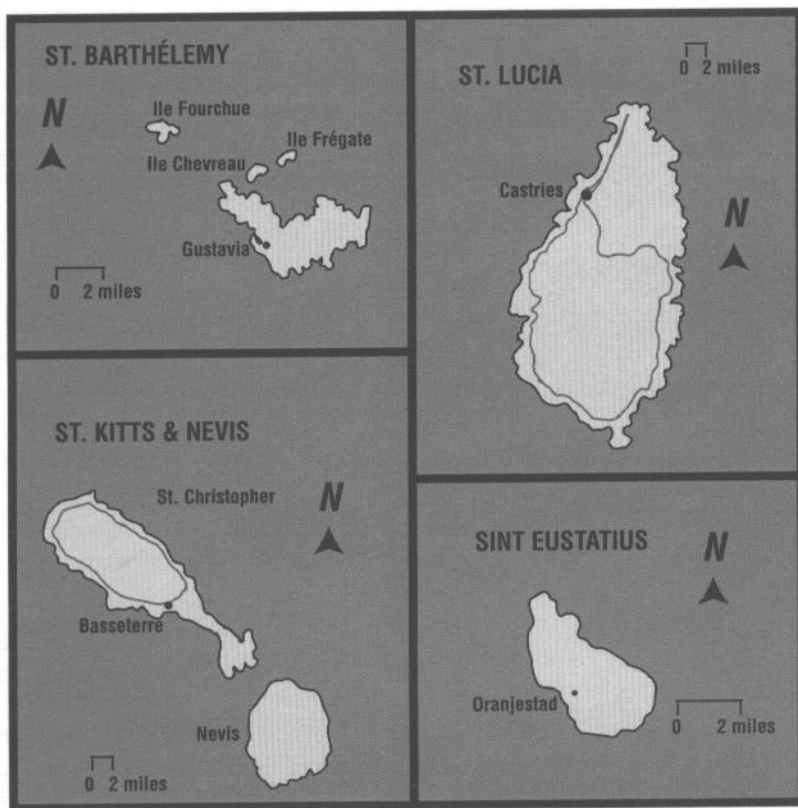
chants, though, and with not enough to go around, the money dried up and ships began passing the island by more and more frequently, abandoning the "rock" to its inevitable decline. Nevertheless, the easy, quiet life is a draw now for the small numbers of tourists who visit, often chasing rumors of sunken treasures. The true interest for some lie in the shipments said to have arrived in this port that could not have originated from any terrestrial port, coming in black-oared galleys.

St. Kitts & Nevis: Among the most beautiful of the Caribbean islands, these lush volcanic paradises share a great deal in common with one another. Their fate has been tied together since their discovery in 1493, when Columbus first sighted their cloud-enshrouded peaks. Their history, though bloody in the beginning, has calmed a great deal in the last hundred years, the worst disaster being a massive earthquake (possibly caused by chthonians) that sank the original

capital of Nevis in 1690. Islanders have a number of differences, such as Kittitians being known as being more business-savvy, while Nevisians are said to be more laid-back and relaxed. Nevertheless, these islands represent ideals of the Caribbean: peace and tranquility. Only the Citadel of Brimstone Hill on St. Kitts, a formidable fort, remains as a reminder of not-so-peaceful times.

Montserrat: Once a green and luxuriant island, renowned for its black sand beaches, this volcanic isle contains many cave networks and hot springs. The cultural mix of Irish and African ancestry created a unique blend of traditions exemplified in the carved shamrock on the gables of the Government House and the healing jumbie dance at private ceremonies. A state-of-the-art music recording studio on the island once drew famous artists from around the world, who later visited to enjoy the beauty of the island, adding to the odd mix of vis-





itors to this island. However, in 1996 the local volcano began a cycle of eruptions that have not yet finished. Few people remain on the island at the present time.

Antigua & Barbuda: Antigua, a member of the British Commonwealth, is a hotbed of tourism and gambling, while Barbuda remains quiet and serene. Of note on these islands are the poisonous manchineel apples, the Museum of Antigua and Barbuda, containing exhibits of Amerindian artifacts, and the twin-spired Cathedral of St. John the Divine that was demolished twice by earthquakes. Some insist the Cathedral is cursed, yet it continues to be rebuilt after each disaster.

Guadeloupe: Part of a small volcanic island group including La Désirade, Marie-Galante, and Les Saintes, Guadeloupe is a French region that is considered to be a part of France. The butterfly-shaped island holds many tropical forests, mountains, and sugar cane planta-

tions, boasting gorgeous beaches and beautiful waters. Fantastic French cuisine and an exciting nightlife draw huge numbers of tourists every year. This is one of the few islands where topless sunbathing can be found. Most fascinating are the Carib rock carvings which mark burial sites on the island and the Trou à Diable, a massive trench cave on Marie-Galante which is said to reach several hundred feet down and which contains a number of flying polyps.

Dominica: A poor but friendly island, Dominica, not to be confused with Dominican, is a British commonwealth with a farming population scattered around the mountainous island. Unique to the Caribbean, a reserve of 2,000 Carib live on the island in Carib Indian Territory, but few remember much of their ancestral ways. Nevertheless, their threatening presence throughout the centuries prevented any development of plantations, thereby preserving the island as a wilderness sanctuary filled with

beautiful rain forests and gorgeous mountain waterfalls. Contrasting with the beauty of the island, the Valley of Desolation, found in the middle of the island, is similar to a moonscape, created by volcanic sulfur springs.

Martinique: Mountains covered in jungle dominate this island whose population is almost entirely French. Like a piece of France, its cities are full of expensive perfumes, haute couture, cute little boutiques, succulent bakeries, and expensive cafés. The island was founded on the wealth from the plantations covering the landscape, but after slavery was abolished in 1848 and most blacks left the island, workers from India were brought in to replace them. Today, expensive tourism is the prime trade for the island. The island is home to one of the more outrageous Club Med resorts, known for its sexual permissiveness and having a reputation as one of the more exotic Caribbean getaways.

St. Lucia: Boasting some of the most beautiful shorelines in the Lesser Antilles, this island's tumultuous past has bounced between British and French possession for much of its history, finally settling as a member of the British Commonwealth. Tourist expansion is the focus of activity on St. Lucia these days, though not all locals approve of this. This pride in their island has led to some unfriendliness on the part of locals. Most interesting on St. Lucia are the fishermen of Soufrière, who continue to use native canoes and fishing techniques, said to protect them from darker things in the oceans.

Barbados: A small flat island paradise of white sand beaches and brightly colored houses, Barbados is an independent nation, though its ties to England are obvious in everything from the dress to the style of buildings. Named for its shaggy

banyan trees, the island has a tranquil history thanks to its easterly position, which made landing difficult throughout colonial times. The number of historical greathouses and cathedrals make Barbados a historian's delight, but there is no great nightlife, the island is quite crowded, and it is extremely expensive. Nevertheless, tourism continues to boom and the laid-back atmosphere draws many to its shores.

St. Vincent & the Grenadines: Composed of over thirty-two islands and cays, this beautiful island chain with clear waters and safe harbors has long been a favorite of sailors and divers. Though tourists are slowly discovering it, the islands remain largely undeveloped and the locals like it that way. The locals (a mix of black, Carib, and English) are slightly stiff at first, but grow friendlier as you get to know them. Though inexpensive, the islands lack many of the amenities of other islands. Nonetheless, the islands hold a number of unique draws: They are host to one of the last whaling operations in the world and have an American

community called Moonhole which is housed in cliffsides.

Grenada: Clove and mace/nutmeg plantations can be found on this hilly volcanic island known as the "spice island." Grenada was held for a long time by the Carib, but after the French finally expelled them bloodily from the isle, the British fought to claim it for themselves. Two great forts, Fort George (French) and Fort Frederick (British), were the result of these battles that ended with the British victorious. The island was one of the earliest tourist destinations in the Caribbean in the 1960's, gaining a strong economy from that industry. After the island gained independence in 1975, the prime minister's (Sir Eric Gairy) obsession with black magic and UFO's blinded him to the nation's difficulties and he was soon overthrown in a bloody coup by Maurice Bishop, a disciple of Castro. A joint force of eastern Caribbean and U.S. troops landed and restored democracy in 1983. Since then, the island has bounced back as a tourist haven, with a friendly local populace grateful for its salvation.

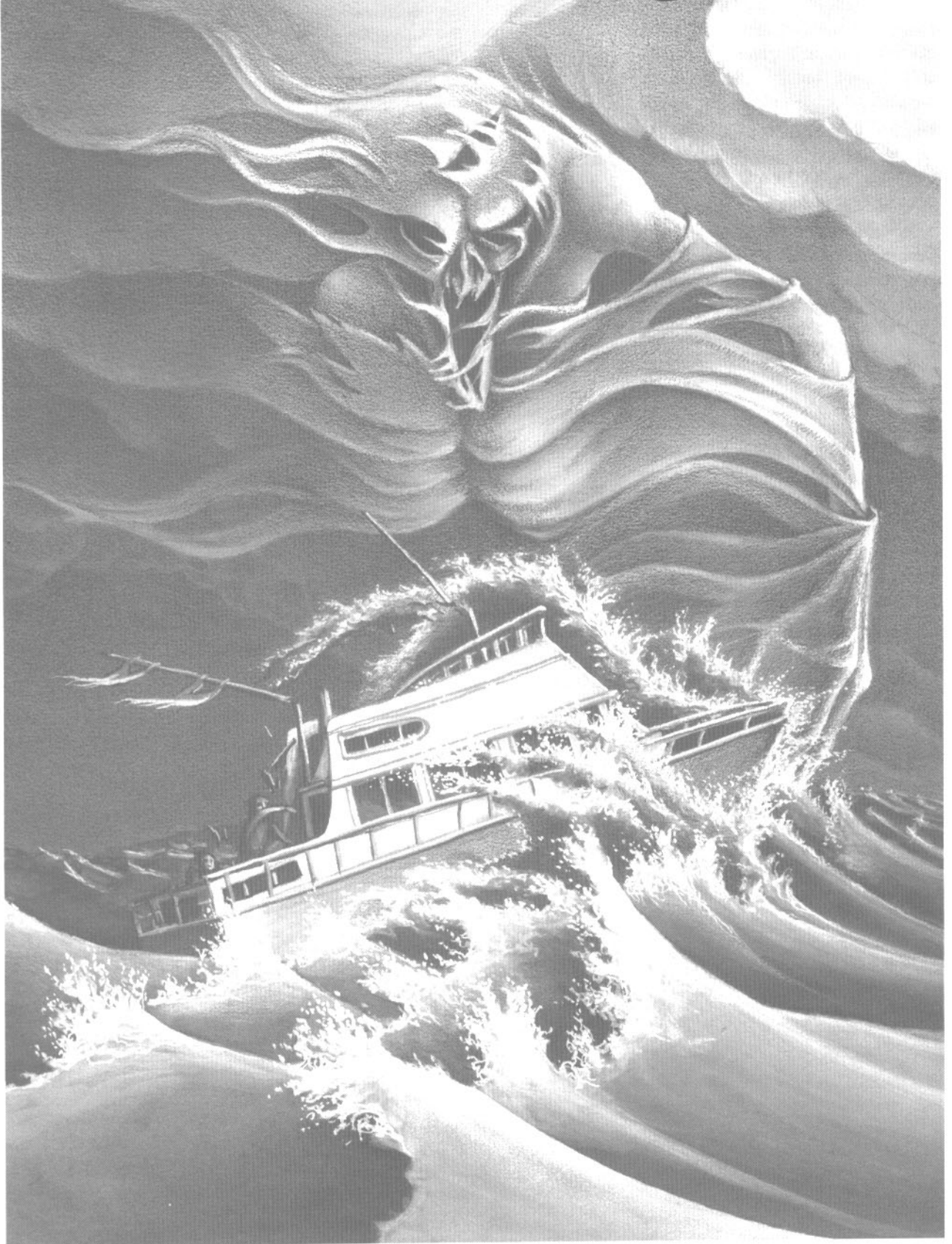
Trinidad & Tobago: These two most southerly islands are more different than they are similar. Trinidad is big with crowded cities while Tobago is tiny with small scattered towns. However, both islands share a tumultuous background, switching hands between almost every European power in the Caribbean since the first colony in 1592. They ended up British possessions until 1976, when they became an independent nation in the British Commonwealth. Both islands share strong steel, natural gas, methanol, agricultural and tourism industries, and the nation ranks among the richest and most industrialized in the Caribbean thanks to its oil reserves. The cultural make-up of Trinidad and Tobago is the most diverse of the Caribbean and includes American Indians, Portuguese, Africans, British, Spanish, French, Germans, Chinese, Lebanese, Syrians, and Americans. On Trinidad, Ice Age and early Indian artifacts continue to be uncovered in Pitch Lake, the world's largest asphalt deposit.

Overview of the Lesser Antilles

Island(s)	Language	Currency	Warnings
U.S. Virgin Islands	English	U.S. \$	Crime alert
British Virgin Islands	English	£ and U.S. \$	None
Anguilla	English	EC \$	None
Sint Maarten	Dutch	1.8 Dutch florin = \$1 U.S.	None
St. Martin	French	U.S. \$ legal tender	None
St. Barthélemy	French	U.S. \$ accepted	None
Saba	Dutch/English	1.8 Dutch florin = \$1 U.S.	None
Sint Eustatius	Dutch/English	1.8 Dutch florin = \$1 U.S.	None
St. Kitts & Nevis	English	EC \$	None
Montserrat	English w/Irish lilt	EC \$	None
Antigua & Barbuda	King's English	EC \$	No street signs
Guadeloupe	French	U.S. \$ accepted	None
Dominica	English	EC \$	Strict antidrug laws
Martinique	French	4.8 French francs = \$1 U.S.	None
St. Lucia	English	EC \$	Local harassment
Barbados	English	\$1.98 Barbados = \$1 U.S.	None
St. Vincent/Grenadines	English	EC \$	None
Grenada	English	EC \$	None
Trinidad & Tobago	English and many others	\$5.65 Trinidad & Tobago = \$1 U.S.	Cities unsafe at night

EC = East Caribbean. \$2.7 EC = \$1 U.S.

The Devil's Triangle



Wherein the tragedies and the secrets of the Triangle are laid out concerning this realm of clear water, bright sunshine, and sudden death.

The Devil's Triangle, more popularly known as the Bermuda Triangle, is a section of the Atlantic Ocean alleged to comprise more mysterious disappearances than any other similar area in the world. The three points of the traditional triangle are made up by Melbourne (Florida, USA), Bermuda, and Santo Domingo (Puerto Rico). In the classic disappearance legend, a ship or plane vanishes during calm weather, when the crew is in an otherwise good condition and without warning or distress calls. In the few cases where the vessel is recovered, the crew and passengers are strangely absent, without any indication of why they might have fled or where they went. Many theories explaining this mysterious phenomenon have surfaced in the last fifty years, ranging from the rational to the insane, but none have satisfactorily solved the puzzle.

In *Call of Cthulhu*, this mystery works well as a world phenomenon that could be explained through the workings of the Mythos, but ultimately provides a puzzle that investigators may face at some point. Whether or not they actually encounter the power of the Triangle, they will be interested in its workings and investigating the many strange disappearances that plague this region. Keepers can use the information provided in this chapter to create plausible disappearances and then formulate possible explanations. While you need never wholly explain the true nature of the Triangle, allowing investigators to solve some of its many mysteries would be satisfying without giving everything away. Add the element of lost relatives or loved ones and the motive to investigate doubles and triples in strength. Throughout it all, though, they should remember that this is something that exists in the real world, making the whole phenomenon that much more chilling.

Origins of the Triangle

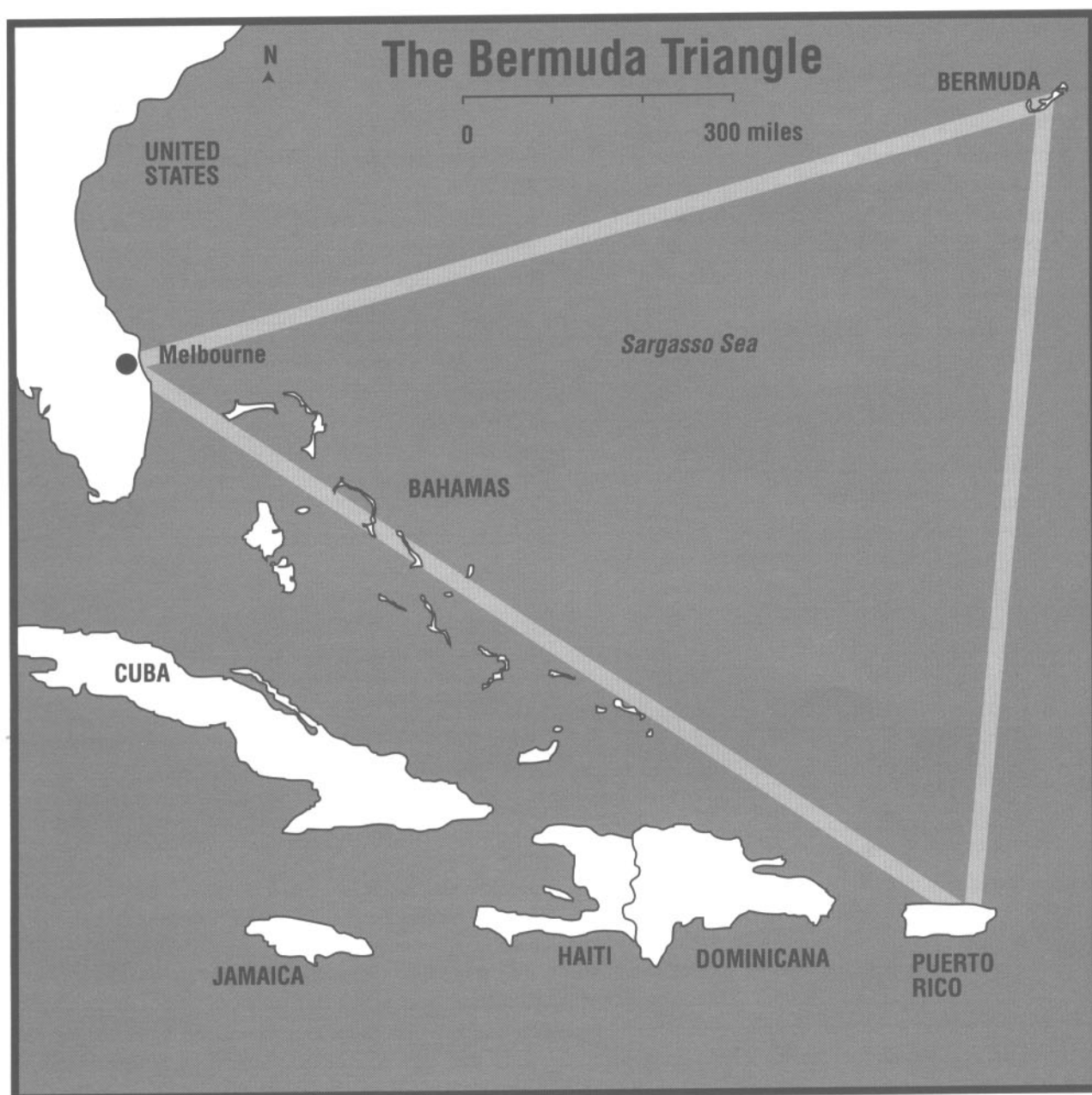
While the Caribbean and outlying waters have a long history of strange occurrences, few recognized a pattern in the location of the events until E. V. W. Jones wrote an article about a number of strange occurrences in the area between Florida and Bermuda in 1950. Two years later, a story in *Fate* magazine elaborated on this article, describing many more disappearances that had come to light through more diligent researches. It was not until 1964, when Vincent Gaddes wrote an article entitled "The Deadly Bermuda Triangle" for *Argosy* magazine, that the name and dimensions of the phenomena were first set down. A year later he wrote a

book, *Invisible Horizons*, expanding on his theory that portals to the fourth dimension were responsible for disappearances.

Still, the popular media ignored the subject altogether, devoting only the occasional side note about a strange disappearance to their news. This ended in 1974 after Charles Berlitz wrote *The Bermuda Triangle*, which became a best-seller, and the Triangle became a full-blown story. His book, a hodgepodge of mysteries encompassing aliens, government conspiracies, and all kinds of strange ideas, appealed to the media in its search for the bizarre. Many television shows picked up on the idea and did their own investigations into the phenomena, which were often nothing more than reiterations of Berlitz's accounts. Nevertheless, the idea of the Bermuda Triangle had seized the attention of the world and it became a household word. A flurry of writers flocked to the headlines, putting forward their own theories and altering the dimensions of the triangle to suit their own hypotheses. Again, most of these writers just accepted Berlitz's legends at face value and repeated those that supported their claims almost verbatim, not doing any research of their own.

It wasn't until the following year, when Larry Kusche wrote *The Bermuda Triangle Mystery Solved*, that anyone took a closer examination of the Triangle myths. Kusche found that in many cases important facts regarding the legends had been omitted and as a result mysteries were made out of rationally explainable tragedies. Often calm seas were in fact twenty-foot-high seas and fifty-mile-per-hour winds, veteran crews were recently transferred veterans unfamiliar with the region, and in some cases derelict ships supposedly found wandering without a crew were actually well known wrecks from which the crew had been rescued.

Kusche's explanations were once again taken as gospel truth and excitement over the Triangle soon died off, the public assuming the mystery was solved. It wasn't until David Group reopened the cases and examined Kusche's theories that these easy explanations were found to be hasty and sometimes just possibilities, and not in fact based on any hard information. Group found that while many of Berlitz's mysteries were definitely solved, there were still a significant number that, even though Kusche had tried, could not be easily explained. The Triangle remains a puzzle and the door is open to new theories.



Points of Conflict

Not everyone agrees on Gaddes' original boundaries of the Triangle with its points in Florida, Bermuda, and Puerto Rico. Many authors have relocated the points to other places, such as one writer who placed them as Washington, Bermuda, and Puerto Rico to encompass more transatlantic disappearances. Others enlarged the boundaries to range from Boston to the mid-Atlantic to Barbados, and still others widened it more to make it stretch from Newfoundland, Canada to the Azores and down to the Colombian coast. At its smallest, the triangle still encompasses over 400,000 square miles of ocean, at its largest, most of the northern Atlantic Ocean. The size of the Triangle generally depends on just which and how many disappearances you want to attribute to it.

Strange Phenomena

Throughout the centuries many seafarers have noted strange occurrences within the area described as the Bermuda Triangle—strange lights in the sky, flashes of light in the middle of the night that emanate from the ocean, sudden hazing over of the sky, and strange seas that cloud over. In addition, magnetic anomalies are common, confounding navigation in the area, as are difficulties with electronics often noted when traveling through the Triangle. See Appendix B (page 84) for an extensive chronology of strange events that have been reported in and near the Bermuda Triangle.

Accounts of Survivors of the Triangle

Though many sailors and pilots have suffered technical difficulties of one kind or another while traveling through the Bermuda Triangle, few have survived the fury and terror that nearly swallowed them. During the 1970's, the *Wild Goose*, a shark-fishing boat, was being towed by another ship, the *Caicos Trader*. Traveling at night in the Bahamas with moderate winds, the ship suddenly began rocking and water began raining down on the captain, Joe Talley, sleeping in his bunk belowdecks. He grabbed his lifejacket and made his way through the pouring water to a porthole, where he was sucked out and discovered he was far underwater.

Talley found a line leading up and pulled himself to the surface, hanging on to the severed cable that had once linked his ship to the *Caicos Trader*. The captain of the *Trader* had cut the line when the *Wild Goose* had suddenly began sinking and had himself left the area, only to return shortly after to search for survivors. Talley survived what the crew of the *Trader* described as a bubbling whirlpool. He was picked up and taken to shore. An inquiry determined he was not at fault, and though no one could explain what had happened to one ship but not the other, everyone affirmed that Talley had survived something few others ever had. (Recent study has determined that the *Wild Goose* was sucked into a blue hole.)

More recently, in 1993, Arthur Bennison was traveling through the Bahamas in the *Hugonaut*, a small pleasure yacht, when all electronics on the ship suddenly died and dark clouds swept in from the north. The day was otherwise calm and clear, but a mysterious cloud began forming above them. Winds began picking up and soon the ship was engaged in a fight to stay afloat in swells over forty feet high. The compass was going wild and his crew of four wanted to abandon ship. Bennison, a cool-headed man, refused, claiming that they could weather the storm. Suddenly a gigantic wave broke over the ship and moments later they were ten feet under and sinking. The captain recalls grabbing a flare gun and then being flung off the ship by the wave. Underwater he could see the *Hugonaut*, and the crew struggling to escape as the ship sank rapidly to the bottom.

Captain Bennison remembers seeing dark shapes, definitely not fish, swimming toward the vessel, but they

moved without making bubbles. He was not able to see them clearly, though, and surfaced seconds later on calm seas with a clear sky. The sun was shining and nothing seemed amiss. Bennison fired off his flare gun, which a passing Turkish freighter spotted, and he was picked up. None of the rest of the crew survived, nor was the wreck of the ship ever found. Bennison was tried for gross negligence, but acquitted for lack of evidence. He believes that the strange events were tied to his docking at Providenciales in the Turks & Caicos Islands the night before, when his crew got into a fight with a group of fishermen who swore they would never see their families again.

Explanations for the Triangle

There are many explanations for the Triangle's mysterious disappearances, a number involving UFO's and aliens who kidnap planes and ships for their own nefarious purposes. Other theories entail disintegration rays from the ruins of Atlantis which are accidentally activated when planes fly over. The truth may never be known, but there are several plausible explanations that could shed some light on the disappearances—some scientific, some sociological, and some too horrifying to ponder. As there is no one explanation for the occurrences in the Bermuda Triangle, Keepers should feel free to use any combination of these explanations to create their own triangles.

THE LURKING CATAclysm

In 1984, a Canadian scientist, Donald Davidson, postulated a theory explaining some of the more mysterious disappearances in the Bermuda Triangle. A National Research Council chemist, Davidson described how deposits of methane gas on the ocean floor could suddenly be released and thunder up from below, turning the sea into a mass of froth and turbulence and filling the air with highly combustible gas. A ship caught in this maelstrom would sink like a rock; sparks from a plane flying through the gas cloud could incinerate the plane in a massive fireball. No wreckage would ever be found, as the rapidly dropping ships would shatter on the bottom and little of the plane would remain to be discovered. There would be no warning and no evidence, as the gas cloud dissipates in minutes. The only proof left that any calamity had occurred would be found in a crater on the sea floor thousands of feet below. Recently, such a crater was located on the Atlantic floor where conventional geological theories could not explain it.



The gases responsible for these cataclysms are known as hydrates, solid fusions of water and methane gas formed from decayed plants and animals. They appear as great ice deposits under the extreme pressures and temperatures of the deep ocean, but when they heat up just a fraction of a degree or are disturbed by seismic activity, these gases are released and force their way up through the sea and the atmosphere. The gases multiply in volume by the hundreds of gallons as they are released, covering a large area of the sea with a cloud of volatile methane gas and reducing the density of the water by half.

The combination of extreme depths found in the Caribbean Sea and Atlantic Ocean and the warm, shifting Gulf Stream could easily result in such disturbances, affecting more and more ships and planes because traffic in the area continues to increase at a dramatic rate. This would explain why there are increasing numbers of strange disappearances, not only in the Bermuda Triangle, but around the world.

Some researchers believe that hydrates, a form of natural gas, hold the key to over one hundred times the energy producing potential of fossil fuels and therefore great profits. Efforts to tap these energy deposits are being undertaken by the Russians in the Siberian permafrost and Australians in their surrounding oceans. In any case, this theory has become the leading scientific explanation of the more mysterious disappearances in the Triangle.

While it lacks the excitement of UFO's and giant sea monsters, the scientific angle works well within the *Call of Cthulhu* setting. A highly scientific explanation being researched in the Triangle could lead to discoveries of other kinds, or could be brought up after a horrifying close call with one of the methane explosions.

The Cataclysmic Disappearance

Being caught in a methane storm is almost certainly fatal, and therefore should not be used on investigators, but could be useful in prophetic nightmares warning of such an encounter or as told through the experience of a sailor who somehow survived. Another idea would be to send the investigators seeking such an occurrence in a kind of disaster-hunting adventure that has become so popular in the last few years.

The unfortunate who is caught by such a methane release would first see a frothing of the seas and a decrease in water density. If the witness is outside of the area of effect, he might see ships in the froth suddenly sink in mere seconds; if he is within the area of effect, he might find himself on a rapidly sinking ship. The larger the ship, the faster it sinks. Only those quick

on their feet (making successful DEX checks) can escape being dragged down to the bottom with their ship. Even then, they must stay afloat in water that cannot support them for at least 2d6 minutes. Two Swimming checks with a penalty of -50% must be made to avoid drowning. Once the initial methane cloud has dissipated, the victim must then survive long enough to be rescued, which could be hours or days away (since the ship sinks so fast, there is no time to make a distress call and this only happens far out at sea). The ship itself shatters on the sea floor thousands of feet below in an unrecognizable twisted heap.

Planes flying through a methane cloud might witness turbulent seas ahead before a sudden drop in air pressure is noted. Within minutes, a spark (common on planes) results in an explosion that rips the plane apart. The wreck drops like a rock to the sea below, breaking what remains into even smaller pieces and sinking quickly to the bottom. Evidence of the plane's destruction would most likely never be found. Passengers and crew in the plane have no chance of surviving such a calamity.

Scenario Hook: The investigators require a special artifact to cast a spell or generate some other effect. The owner, in Spain, agrees to send it by air. As the plane nears Bermuda a vacationing couple sees the jet explode suddenly into a great fireball and plummet to the waters below. The waters appear to boil and froth for a few seconds and then clear up. A strange smell permeates the air. Luckily, the incident is caught on videotape, but it still doesn't explain what happened. The investigators will have to travel to Bermuda themselves and seek out the wreck thousands of feet below on the ocean floor and then maybe investigate the strange fireball.

MURDEROUS INTENTIONS

The Caribbean has a long history of piracy, dating back to the earliest buccaneers—French settlers who were forced off their lands by the Spanish and who took to the sea to exact vengeance on their enemies. They were not by any means the last to prey upon the rich gold-laden galleons of the Spanish. Throughout the 16th and 17th century, the sea dogs of England, the Dutch sea beggars, and the French *loups-de-mer* ("sea wolves") hunted Spanish fleets in the Caribbean.

During times of war, these pirates would be given letters of marque by various European governments to disrupt the traffic of enemy nations in the name of the issuing nation. Privateers benefited greatly by this legal sanction that required only that they give over half of what they captured. Famous privateers include Sir

Francis Drake, knighted for his attacks against the Spanish, and Sir Henry Morgan, who, not satisfied with chasing ships, sacked Spanish ports up and down the Spanish Main.

However, the line between privateer and pirate was a fine one that many sailors criss-crossed throughout their careers, turning to piracy during peacetime. While piracy was wholly illegal, many pirate havens existed throughout the Caribbean, including New Providence and the Turks & Caicos. Though capture meant hanging from the docks in England, the lure of gold and the freedom of pirate ships (which were democracies in the sincerest form) continued to attract sailors to their vile ways for many centuries to come. A single prize could allow each crew member to retire in luxury on the less discriminating islands which welcomed the enormous investments that pirates brought with them.

Individuals like Blackbeard and Bartholomew Roberts amassed fortunes that would have erased the national debts of many countries in Europe and were made legends. They also left a ghastly legacy of wrecks and cruelty that continue to haunt the minds of sailors to this day. Still, they were not the last of their kind: Pirates still prey upon the trade of today and pose a definite danger to all sea travelers.

Modern piracy is nothing like the old rovers of Colonial times. Today pirates are infinitely more cruel, engaging in torture and murder without a care. Whether armed with two-foot machetes or with automatic rifles, they operate in large groups, taking boats by force and sparing no one. They often prey on unprotected ships anchored close to land, using speedboats capable of outracing Coast Guard vessels to make quick getaways should help arrive too quickly.

Many of the hundreds of yachts and small vessels that vanish every year are as a result of piracy. Commonly, pirates working with drug syndicates in Colombia seize small ships to smuggle drugs. Though the number of incidents has decreased significantly in the last few years, pirates still operate in the area.

Another kind of modern piracy involves the large freighters that are so common on today's seas. Massing thousands of tons, they often have skeleton crews of no more than a dozen men. Pirates merge with work crews offloading the ships and scout out valuable cargo or steal valuables while the rest of the crew is distracted. Sometimes they come aboard at night, rowing in in a canoe or quietly approaching in a motorboat, sneaking past any sentries (an easy task on such large vessels) and threatening anyone they do encounter. These pirates are often poorly armed and cowardly, but are sometimes backed by organized crime, which gives

them access to automatic rifles. In these cases, though, they are often after the freighter's entire cargo, which they sell in another port after changing the ship's registration.

Pirate Attacks

Pirates attacking a small vessel, such as a yacht or sailing boat, will first try to identify easy pickings by frequenting dockside bars and keeping an eye out for ships carrying valuable cargo or wealthy passengers. When they note such a vessel, they will try to get its float plan by bribing the harbor master or crew and may even try to get a few members hired on with the crew (this makes taking the ship infinitely easier for them to accomplish). These men often have good sailing skills but dubious reputations.

Once the ship leaves harbor, the pirates follow at a fair distance and wait for the ship to anchor at a suitably isolated location before approaching. Then, at night, they make their move, striking fast and killing everyone on board, sailing the ship away with a skeleton crew that night.

Pirates in the Caribbean typically use cabin cruisers, speed boats, or yachts and work in teams of ten to thirty men. They are often armed, carrying handguns, shotguns, and the occasional assault rifle. They try to approach as quietly as possible, but observant look-outs should be able to spot them at least fifty feet away. If spotted, the pirates may open fire and speed in or continue to approach normally, pretending to be friendly. If they make it on board, they will try to take the ship by

Piracy in the Caribbean in the 1980's

1980 *Kalia III*, yacht. Norman Cay, Bahamas. Yacht found adrift with owner shot to death in dingy. Gun and cash missing. It is suspected that the yacht owner spotted drug smugglers and was killed to prevent their identification.

1980 *Gapa*, yacht. Vigie Cove, Castries, St. Lucia. Failed piracy attempt. Ship boarded by three drug smugglers: one shot, one drowned, and one arrested.

1981 Three sailing boats attacked off Bahamas and robbed.

1982 *Nordbay*, freighter, Singapore registry. Near Kingston, Jamaica. Theft and knife attacks.

1982 Yachts fired at by sunken wrecks near Turks & Caicos Islands.

1982 *Belle Esprit*, yacht. Off Nassau. Attacked by five speedboats with machine guns, but rescued by police plane.

1984 *Snowbound*, yacht. Near Williams Island, Bahamas. Attacked by pirates and crew shot, but they managed to escape.

force, killing all opposition; after using any remaining crew to gain access to locked compartments, they will murder them. Anything valuable will be stripped from the boat and then it will be taken to a friendly port, repainted with a new name, and given new registration papers. Victims' personal effects and bodies are sunk with weights and the boat is used to smuggle for five or six trips before being sunk in deep waters.

If the crew of the ship shows strong opposition, firing warning shots or the like, there is a good chance (80%) that the pirates will back off and abandon their attack. They are less likely to do so if they know for sure that there is a highly valuable cargo aboard. Another tactic to avoid pirates is to douse all lights and begin moving away rapidly and quietly on a new heading. This will confuse the pirates, but, since many use radar, they may (30% chance) be able to find the boat. This ruse works best on open waters, where pirates rarely strike.

GEDDÉ HUMBROUS: Geddé grew up poor in Port-au-Prince and when he was fifteen left home to work as a sailor, plying the trade routes throughout the Caribbean and the world. He has seen much and is a bright man, but is overwhelmed by an insatiable greed. He will often sneak aboard other ships and steal small valuables, using his contacts in the ports to fence what he steals. He often keeps mementos of his thefts under his pillow, small personal items that remind him how great a pirate he is.

Recently, he stole a couple of motorboats and a speedboat and gathered a crew of twenty men to join him in hunting yachts which venture out to isolated islands and bays. Geddé and his men travel throughout the Caribbean, stopping in ports and looking for likely victims. They are ruffians through and through, hesitating not for a moment to kill if given a chance. Geddé is eager to use his new shotgun, but is more of a coward, preferring to take ships by stealth rather than by force.

One of Geddé's prizes is a small gold ankh with a skull in the middle and a strange inscription on the back that appears Arabic, but is not. A successful Cthulhu Mythos roll reveals that the amulet is dedicated to Nyarlathotep and will add +5% to any Contact Nyarlathotep spell. Geddé, who wears it around his neck, of course has no idea of this, nor did the previous owner.



GEDDÉ HUMBROUS, Pirate Captain, age 32

STR 12	CON 9	SIZ 15	INT 17	POW 8
DEX 7	APP 14	EDU 8	SAN 40	HP 12

Damage Bonus: +1d4

Weapons: 12-gauge Sawed-off Shotgun 33%, damage 4d6
Knife 60%, damage 2d4

Fist/Punch 85%, damage 1d3 + 1d4

Skills: Bargain 61%, Climb 82%, Conceal 23%, Dodge 20%, Hide Boat 75%, Mechanical Repair 83%, Navigate 62%, Pilot Boat 80%, Shotgun 33%, Sneak 74%, Spot Hidden 33%, Swim 74%; Languages: English 32%, French 52%

NATURE'S FURY

The Caribbean is a region fraught with turbulent weather patterns. It is host to a variety of storms ranging from light showers to deadly hurricanes that can wipe entire towns off the face of the earth. Nature's destruction rages all over the Caribbean, striking islands and sea travelers alike, sending many ships to their sea grave. Many mysterious disappearances in the Bermuda Triangle can be attributed to sudden storms that take captains by surprise and plunge them into high seas, ultimately resulting in the ship capsizing or being swamped.

The Beaufort scale was developed to measure weather and wind. It has a scale from 0 to 23 that ranges from dead calm to the most violent of hurricanes. Descriptive elements, as well as typical windspeeds and wave heights, should make this information useful in scenarios.

Thunderstorms

Thunderstorms do not pose a grave threat to sailors or air travelers unless they are highly incautious and tempt fate. The best use for such storms—characterized by heavy showers, dark low-lying clouds, lightning flashes, and rumbling thunder—is for atmosphere. Typically, thunderstorms appear late in the afternoon and last for 1d4+2 hours before dissipating. They add a x2 multiplier to any tasks attempted outdoors and pose a risk of electrocution for those working in ship's rigging, waving metal rods in fields, or calling deities without observing proper procedures. A failed Luck roll could result in getting hit by lightning, which causes 5d6 points of damage. (As a side note, there have recently become available several soundtracks of thunderstorms that could be very useful for atmosphere. Check your local music store in the sound effects section.)

Gales

Gales can cause damage to sea vessels, depending on the size of the ship and the severity of the storm. Windspeeds in excess of 50 mph are possible, tearing

Beaufort Scale

Beaufort #	Windspeed (mph)	Max wave height (feet)	Description
0	Calm	0	Calm. Sea is glassy. Dead air.
1-3	2-11	2'	Light breeze. Slight ripple on water. Sailing craft move at half speed. Wind can be felt.
4-5	11-23	5'	Moderate breeze. Whitecaps and wrinkled water surface. Sailing craft travel at full speed. Small trees sway.
6-7	23-43	12'	Strong breeze. Sea spray and distinct waves. Foam patches and short streaks appear on water surface. Sailing craft travel at full speed, but no danger from wind is manifest. Small craft are likely to capsize. Small Craft Warnings issued.
8-9	43-57	22'	Gale. Long streaks on water surface, many whitecaps and large foam patches. Twigs and weak branches break from trees. Visibility reduced. Sailing craft travel at 110% speed and could suffer minor damage. Small craft will capsize. Gale Warnings issued.
10-11	57-71	40'	Tropical Storm. Water surface covered in streaks and whitewater in great streaks. Trees can be uprooted and damage is widespread. Visibility poor. Sailing craft travel at 125% speed, but risk suffering serious damage or capsizing. Tropical Storm Warnings issued.
12-14	71-93	45'	Level 1 Hurricane. Sea appears murky and spray obscures view. Sea turns greenish and foamy. Visibility near zero. Structural damage is significant and moderate sea-going craft have a significant chance of capsizing. Sailing craft holding sails suffer capsizing. Hurricane Warnings issued.
15-16	93-109	50'	Level 2 Hurricane. Sea appears to flatten and turn whitish. Zero visibility. Major structural damage to sea and land.
17-19	109-132	55'	Level 3 Hurricane. White squall. Sea and air turn white as spray fills air and appears as a white wall of water. Zero visibility. Sea-going vessels of all sizes suffer critical damage. Land damage flattens sea-side towns and washes many people out to sea.
20-21	132-148	60'	Level 4 Hurricane. Similar to white squall, but even more deadly and damaging.
22-23	148-167	70'	Level 5 Hurricane. Sea turns white and green and damage is incredibly intense. No sea-faring craft caught in the storm can possibly survive.

From Pielke, *The Hurricane*.

sails from their rigging, toppling masts, and capsizing ships. The winds create swells in the waves that can swamp smaller boats or blow men overboard.

There is a 20% chance of a ship suffering damage in a gale (torn rigging, water taken in, equipment lost overboard, etc.), reduced to 5% if preventive measures are taken. Keepers may increase the chance to reflect more severe storms. However, sailing vessels will benefit from increased wind speed by 10%-30%, depending on the wind speed. Navigation checks made during a gale suffer the same penalty as the gale's damage

chance. Keepers may also require Luck rolls from investigators on deck during a storm to avoid being blown overboard.

Air travel during a gale is even riskier. Luckily, most storms can be avoided by flying high above the clouds, but take-offs and landings in severe winds are extremely risky. Impose a 30% penalty to Pilot rolls for attempts to land or take off in a gale. Damage to the plane only occurs with a failed check, though depending on how severe the failure was, this could result in a crash.

Hurricanes

Hurricanes are the most common natural disaster found in the Caribbean, striking annually in varying degrees. Often only the Lesser Antilles and eastern islands suffer any major damage, but the paths of hurricanes are unpredictable and they can travel straight through the waters without touching land or head far inland before becoming spent. No matter where they travel, they invariably leave a path of destruction unrivaled by other natural disasters.

Hurricane season in the Caribbean is traditionally between June and October, but August and September appear to be the most likely times for a hurricane to strike. These months follow the long periods of hot humid weather which is crucial to the development of a hurricane. There is no way to tell whether a hurricane will come, but when they do form, it is far across the Atlantic off the Cape Verde Islands of Africa. They blow west across the ocean, sometimes missing the Caribbean altogether, but more often curve northwest near the Windward Islands and push their way up through the Caribbean Sea. They traditionally sweep over most of the Lesser Antilles and some of the eastern Greater Antilles before either heading back out over the Atlantic or pounding their way into the Florida coast and dissipating far inland.

Hurricanes begin to form with building winds that might seem like an ordinary storm, but a noticeable drop in air pressure definitively signals the oncoming disaster. Just a few hours later, the winds continue to build, the skies darken, and animals seek shelter. By the time the hurricane reaches full maturity, howling winds, gargantuan waves, and relentless rains sweep into the sea anyone foolish enough to stay out.

Windows shatter, wood-frame buildings collapse, and sometimes even strong concrete buildings fall under the strain of pounding waves. Many people are swept out to sea every year by hurricanes as waves fifty feet high crash over the coastal areas. The devastation is widespread and not concentrated to one small area as with a tornado (though tornadoes with 500 mph winds sometimes form inside hurricanes). Hurricanes strip away coral reefs, uncovering whatever lies hidden beneath it. At the same time, the rains hurricanes bring can be a godsend for particularly dry years when plantations are desperate for water. They hold their sway over a particular location for up to twelve hours, sometimes staying locked in a place for days. Hurricanes can sometimes last up to three months before becoming spent.

The eye of the hurricane is a place of perfect peace. The winds die down to near calm and birds from miles

away and different continents fly within it, following its path with unnerving precision. The eye can be up to 14 miles wide, a zone of hot sultry weather and clear skies, traveling with the hurricane at a rate of 12 mph. Many people believe the eye to signal the end of the storm and emerge from shelter at this time. This is when the majority of deaths occur, as the full force of the hurricane comes again faster than people imagine.

In the past, there was no way of knowing when a hurricane would strike, but in the modern era there are numerous weather stations and satellites which keep sailors and pilots apprised of weather conditions on an hourly basis. There is no reason to be caught in a hurricane unless isolated and unable to get in touch with the Coast Guard or weather services. A simple transistor radio is all one needs to keep up on weather conditions, and warnings generally give ample time to leave the area of the storm. Of course, unpredictable storms can sometimes turn and strike those attempting to escape the region.

The best place for those on land when a hurricane strikes is higher ground. Over 90% of those killed either get swept away by the waves that break over coastal areas or die in the flooding of low-lying areas from the intense rains. Those lost at sea are usually never found again. On higher ground, taking shelter in a reinforced, storm-resistant building is your best bet, as high winds will knock down power lines and blow out windows, often pulverizing weaker buildings. Characters in a coastal area when a hurricane strikes must make successful Luck rolls to escape being swept out to sea. Those hiding in unreinforced buildings have a 60% chance of being crushed to death when those structures collapse.

Sea travelers in a hurricane stand a very good chance of capsizing unless they are in a very big ship (like a freighter or ocean liner), and even then they will suffer major structural damage and most likely take on a great deal of water. There is a significant chance that some crew members will be swept overboard. Smaller craft don't stand a chance and automatically capsize with all crew lost in hurricanes. If you wish to play out a scenario in which the investigators must escape the hurricane, a series of very difficult Pilot Boat and Navigation (to avoid hitting reefs and stay on course) rolls might allow them to survive, but the ship will be damaged beyond repair.

Air travel through a hurricane is a risky affair, with only trained pilots attempting such feats. These pilots only risk themselves for vital meteorological information gained from these flights. If the investigators should become stuck in a hurricane, their best bet is to

escape it. They must make nearly impossible Pilot skill checks to avoid being caught in the winds and smashed into the ocean (which results in all crew and passengers being instantly killed). If the investigators make it through the hurricane, the plane will have suffered significant damage, possibly rendering it unsuitable for future flights (possibly stranding them on an isolated island ...). The best idea is simply to fly over the hurricane. Of course, landing and taking off in a hurricane or even gale force winds is impossible; a crash (most likely fatal) is inevitable.

Squalls

A squall is an isolated severe thunderstorm that does not have the slow build-up of a hurricane nor the sweeping devastation that hurricanes are legendary for. They often appear in groups in a line over the sea which can reach hundreds of miles perpendicular to the direction they are blowing in.

Squall lines travel at an incredible speed, up to 40 mph, often overtaking boats, and are characterized by winds over 100 mph, preceded and formed by heavy, pounding rains that turn the sky white and churn the sea into a white foamy mass. Squalls break up rapidly over land, causing little property damage except to harbor and sea-faring ships. They last only a few hours (2d6) as it is.

Because of their suddenness, squalls are more of a hazard than hurricanes, often preceded with little warning and moving faster than escape from the area permits. A squall will likely (80% chance) capsize small and moderate vessels (sail boats and yachts) and cause severe damage to large ships (20% chance of capsizing). Any crew on deck must make STR x 2 checks to avoid being swept overboard as the squall thunders by. Planes flying overhead will most likely be able to avoid the squall by flying to a higher altitude. Those caught by surprise in a squall will have to make nearly impossible Pilot checks to avoid being thrown to the sea.

The Duppy

Mass devastation is not the only horror powerful storms bring with them. This is also the time when duppies come out. According to island legends, duppies are evil spirits, found in everyone but stronger in some people than others. In particular, voodooists believe that a duppy is released from particularly evil individuals who die violent deaths. This spirit or force is usually unable to act with any great power, merely causing mischief and minor ill fortune to its enemies, but with the onset of a storm, it begins to grow in power. In Haiti, people killed during storms are believed to have been gotten by duppies.

Destroying a duppy is not easy, but many hungans and mambos in Haiti possess the spells required to exorcise such a demon. Their spells pit the caster's magical strength directly against the power of the duppy. However, before doing so, the hungan must learn the identity of the duppy, and this can take up to 1d6 weeks and may be impossible if the duppy is not an enemy of the victim.

The ritual to identify the duppy involves a great feast where there are dancing and sacrifices to the loa, followed by the hungan asking the loa to name the duppy responsible for the problems. Once the duppy is identified, the proper powders and chants ensure that it is banished forever from this realm. These rituals cost a great deal (generally a month's income for that individual), but are highly effective. Non-voodoo sorcerors will have a difficult time locating or affecting a duppy.

DUPPY. A duppy is the disembodied incarnate evil of a deceased human that wishes only to do harm to those it hated in its previous life and to cause untold mischief in the afterlife. It is created by a thoroughly evil individual who dies with nothing but hate in his heart. It may concentrate upon a particular enemy or enemy's family, or it may be encountered maliciously seeking random victims during strong storms (hurricanes and strong storms). Each duppy is unique in motives and interests, sometimes favoring particular individuals to torment while sparing others. As does a wraith, it only has INT and POW characteristics. Its POW varies with the strength of the winds, but is often between 7 and 10 at its weakest. The table nearby lists the POW modifiers duppies gain for the weather.



Sanity loss from seeing a duppy is 1/1d6 Sanity points if the individual is not familiar with voodoo beliefs and 1d6/2d6 Sanity points if the victim is. (Those who are familiar with the myths know that a duppy will most likely kill a person who sees it.)

Duppies live in the ethereal plane, but travel with the winds, hunting for suitable victims and then striking viciously and rapidly inflicting terror upon terror in the form of bad luck and calamities. The victim of a duppy can expect a torturous death, preceded by doors slamming shut (denying escape from the storm), flying

Windspeed Modifier to Duppy POW

Windspeed (mph)	POW modifier
Calm	-2
2-11	0
11-23	+2
23-43	+3
43-57	+4
57-71	+5
71-93	+6
93-109	+7
109-132	+8
132-148	+10
148-167	+12

debris that hits the victim with unerring accuracy, and howling winds that blow out toward the sea, toward a watery grave. The duppy is vulnerable to magic as wraiths are, but takes only half damage from magic that is not of voodoo or other Caribbean belief systems in origin because of its strong ties to this region. When attacked, it uses its POW as its CON, and has Magic Points to work its awful ways. However, the duppy attack is never so direct; it instead uses its POW to cause some form of grave misfortune, such as throwing a heavy branch at an individual or causing his footing to be lost. The higher its POW, the greater effect the duppy has on the environment and on its victim. With a low POW a duppy is only able to cause minor annoyances of an indirect nature (missed flights, minor sickness, etc.). At times of high POW, it can control winds and large objects. The duppy generally aims to kill or at least to cause serious misery.

Exorcise Duppy: A voodoo spell that can only be learned from voodoo sources. The spell requires an elaborate ceremony taking a full night and sacrifices of food, drink, and a goat. The caster must know the identity of the duppy before casting can begin. The spell itself costs no Sanity points, but requires the contribution of 10 Magic Points to work. Assistants to the hungan may add up to half their POW (round fractions down) to the caster's. Once the spell is completed, if the POW of the caster is higher than that of the duppy, the duppy is exorcised from this realm and will never return. If not, the caster fails and cannot try again; another caster must try to rid the victim of the duppy.

BLUE HOLES

Throughout the islands and reefs in the Bahamas are "blue holes", huge dark holes in the limestone that lead hundreds of feet down. On the islands, they are generally freshwater for the first few dozen feet, turning to salt

water the deeper one goes. In the sea, they are sometimes mixes of fresh and salt water, pushed up from inland sites, carried through caves that criss-cross the entirety of the Bahamas. There exist tunnels which branch out from a central hole, often a hundred feet beneath the surface; these have only been explored in the last two decades. They require great skill and expensive systems to explore as they involve enclosed spaces, chilling depths, and pitch-black interiors, worsened by the slightest movement which can send sand and dust filling the air, blinding one in the claustrophobic atmosphere. These caves, thrilling to explore, could hold all kinds of horrors not yet uncovered by man, but they have largely been abandoned by the deep ones for deeper habitations. Legends speak of tunnels reaching from Andros to Nassau, though none like this have yet been discovered.

The reason why blue holes are discussed in this chapter on the Triangle is their relationship to several disappearances that at first seem deeply mysterious, but are in fact quite rational. Blue holes are often a mile or more across, appearing as a darker blue circle in the clear blue waters, their bottoms invariably impossible to see. Most locals figure they are bottomless. Nevertheless, currents push in and out of them, creating bubbling mushrooms of froth on the sea surface. When these currents pull water into the hole, anything passing over it is also dragged down, with an unearthly force. Many unwary locals have lost their boats to this force, which is generally unpredictable, as it does not always follow tidal patterns. An unsuspecting sailor might unwittingly pass over a blue hole, and though the current is not powerful enough to affect his boat, it pulls the little dinghy being towed behind straight down. If the line attached to the main boat is not severed, this could lead to two lost ships, but usually sailors are quick enough to avoid this calamity.

Blue holes present a danger in the Bermuda Triangle, though a completely natural one that can be avoided if one knows what to watch for. Locals will warn boaters to avoid blue holes—not because of the pull of the current, but because they believe *lusca*, or giant octopi, live within their cavern recesses. They attribute the loss of boats to these *lusca* and cite them as the reason that no sane man would ever venture down into one. This might be all it takes to get investigators into some scuba gear and diving into the voids below. See the section on "Underwater Exploration" (page 72) for information on dives, but remember that these holes are often quite deep and the openings sometimes not very wide. There are more than a few divers who lost their lives going where they should not. Use the stats for a giant squid (see the *Call of Cthulhu* rulebook) if you decide to place a *lusca* in your hole.

THE DENIZENS OF RHA'THYLLA

Unknown to many, beneath the water's surface in the Puerto Rico Trench lies the deep one city of Rha'thylla, from which deep ones travel throughout the Caribbean and South and Central America. This city, far older than Y'ha-nthlei, dates back to a time when it was the surface city of Ckrtl, home to the earliest ancestors of deep ones. It is one of the larger cities on Earth, but because of its extreme depth, little is known of it.

History

The deep ones' presence in the Caribbean, so ancient and fundamental, remains largely unknown to humanity because much of their civilization was destroyed over 5,000 years ago when a massive earthquake submerged their great city hundreds of feet beneath the ocean, leaving the crests of their mountain tops to be known today as the Bahamas. Those few artifacts of the ancient city discovered in recent centuries by archaeologists are dismissed as fakes or ignored because they represent levels of technology unheard of in the pre-Columbian Caribbean.

At first, the deep ones kept humans from their island sanctuaries, maintaining cults in the Aztec and Mayan coastal towns that would not threaten their privacy. As human courage grew and legends of dismembered island explorers faded, humans began seeking homes in the islands of the deep ones and began establishing settlements on islands further and further out along the Lesser Antilles, pushing the deep ones northward.

Not willing to surrender, the deep ones fought back and were able to subvert the Arawak into a docile people who would carry out their wishes. However, they made poor fighters and were no match for the warlike Carib, who had their own gods. The Carib hunted the deep ones' tribes further and further out to sea until the Arawak were left with but a few islands to hide themselves on.

When European colonists arrived in the 16th century, the extinction of the Arawak was drawing close and the deep ones had retreated to the depths of the Puerto Rico Trench, where they established their final battle lines and hid in isolation, only occasionally surfacing to interact with the coastal tribes that had managed to survive. The Spanish were infiltrated quietly and slowly by the deep ones, who found this new civilization strange and fascinating, with lore previously unknown to them. They became careful, though, when the city of Larimier was burned to the ground when Inquisitors discovered heavy deep one influence in 1643. Luckily, all traces of this assault were erased from history books and the incident was forgotten in time.



Strong deep one inbreeding continued until the early 19th century throughout the Caribbean in isolated island communities where their influence was easy to conceal. As travel throughout the region increased, the deep ones withdrew once again, abandoning many communities without explanation. Today, a number of towns throughout the Caribbean are legendary for their longevity and unique facial features (largish eyes, flat foreheads), but remember little of their heritage. Only in the coastal towns of San Tropez in Belize, Soncha in Colombia, and Cape Verde in the Turks and Caicos Islands does their blood still run thick and their influence remain strong. These places remain isolated in some way and interact little with the modern world.

Current Activities

Mysterious disappearances date back to pre-Columbian times, when natives would row out to the islands and never return. Though the weather was often the cause, there were sometimes boats that returned empty, with a strange fetid smell to them and strange carvings on the bottom. The vanished natives were the victims of deep ones, and the priest-kings correctly interpreted them as warnings not to venture out over the deep waters.

In modern times, such disappearances are very rare, but every once in a while a yacht will turn up, appearing to have been the victim of pirates, but strange odors, pools of noxious water, and odd claw marks raise doubts. Police in the Caribbean have suspicions of a satanic cult operating in the area because of

these recurring finds, often years apart and without any apparent connection other than being in the wrong place at the wrong time.

The deep ones target only ships, generally sailboats or yachts with few crew or passengers. They have motives that guide them to specific prey and they act without mercy under the cover of night, attacking ships in coastal waters or deep at sea. They move under the cover of calm seas, dark forms in the black waters that board ships without a sound and hop across the decks with fiendish grace, clawing their oft-asleep victims to death before they can raise a cry of warning. They slaughter every living soul and carry the bodies back with them, sometimes carving a warning in the bottom hull of the ship.

There have been cases of deep ones kidnapping humans, often women, for their own horrifying reasons. This most often happens on ships in coastal waters. At sea, if the deep ones wish to destroy a larger vessel or want to avoid confrontation, they will simply cast Wave of Oblivion and wipe the ship from the face of the Earth.

In some cases, deep ones have been summoned by a tablet dropped into the water, and when they come unbound they massacre those who would call them forth. Most of these tablets, though, are either on the bottom of the ocean or in the hands of the citizens of Cape Verde.

Deep-sea Encounters

Recent interest in investigating the deep ocean chasms of the Caribbean will undoubtedly lead to a discovery of deep ones or other horrors. There are some star-spawn which lie deep on the bottom, protected by deep one guardians and by the shoggoths which serve both races and which provide the greatest terror for a deep-sea diver. Deep ones themselves tend to avoid divers, hiding in the murky blackness of the ocean depths, but shoggoths have been known to hunt after divers. They delight in terrorizing them, leaving them crippled for life, both mentally and physically, if they let them live. There have been a few undocumented cases of divers not returning in the Bermuda Triangle. Often this is attributed to nitrogen narcosis, but some divers that have returned are haunted by visions the human mind could never have conjured on its own.

THE CENTER OF THE EARTH

Many scholars of ley lines have found a focus in the Bermuda Triangle which centers the energies of the Earth to some unknown effect in this region. The disappearances are symptomatic of something very sinister at work.

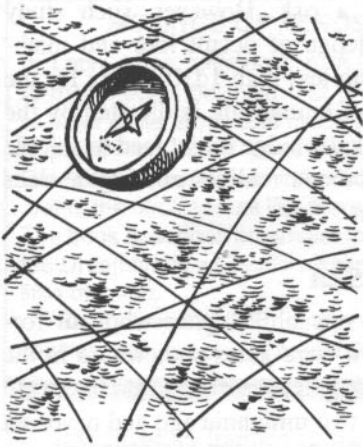
The main theories that scholars of the Triangle have put forward center around dimensional disturbances. They all believe that some other worldly connection can be found within the dimensions of the Triangle. There is no definite "Triangle" in their minds, but a concentration of ley line nexi where the portals to other realms can be found.

In response to counterclaims that disappearances tend to be scattered about, never occurring in the same place, and rarely if ever within fifty miles of one another, scholars claim that the movements of the cosmos shift these gateways by miles every year, but always remain in the same general area. To this end, some researchers have tried to predict the movements of these focal points, but one can only identify them in relation to past disappearances, and only after all plausible explanations for the disappearance have been exhausted. Therefore, this time-consuming task has led to few discoveries in this field. Only Professor Chaney has made any progress in divining some of the secrets of the Devil's Triangle.

The Devil's Symbols

Ever since Columbus first entered the Bermuda Triangle, he noted discrepancies with his compass. While these are easily explainable as a difference between true north and magnetic north, there is not such an easy explanation for the plenitude of compasses that die in this region or spin wildly. Scientists have postulated an iron deposit on the bottom of the ocean that is causing these problems, but there is something far more sinister at work, something that unravels the truths of time and space that we all consider basic facts of the universe.

Symbols hold great power in and of themselves, but in modern times they are often dismissed without due consideration. Makers of compasses since the early fourteenth century traditionally have made an eight-pointed star in the middle of the compass, pointing to the four cardinal points (N, W, E, S) and the four sub-cardinal points (NW, NE, SW, SE). This basic geometric pattern, no matter how stylized or small, is none other than the Sign of Tindalos. Found on almost 60% of compasses made today, it is prevalent among the craft of the modern age. It is impotent until it passes close to a ley line focus that meets at an angle of 120° or less. There are many regions where ley lines criss-cross around the world, but none at so perfect a degree as in the Bermuda Triangle and Caribbean, where many ley lines converge. At these places, the symbol becomes activated and ripples of time and space pass through the area around it, causing magnets to spin wildly and sometimes electronics to die.



The time warping experienced is minor and inconsequential in terms of human experience, registered only by instruments like compasses, navigational aids, and electronics on board. These disruptions could indirectly cause a crash or navigational errors, but

the real terror lies in the glimpses that travelers can accidentally make when this event occurs. This time warp is just strong enough for one person within a foot of the symbol to see into the ancient world of the hounds of Tindalos. The chance that a hound is actually spotted is minimal; even if one is seen, it is only for a split second, the human brain most likely not even registering the vision. Only in dreams will the horror be seen, and eventually in real life once the hound reaches its prey. The time the victim has to live is further diminished by a factor of 100, as the angles of the Triangle are highly conducive to the hound's travel, using the corners in the ley lines of the Earth to travel.

There are cases of hounds striking within hours of being sighted, while other victims have returned home to a false sense of security only to be mysteriously torn to shreds one night. There are very few survivors of such an attack to be able to learn of this phenomenon and none have yet connected the simple compass to their experience, as it usually takes place some time after their instruments suffered malfunction.

Scenario Hook: En route to an investigation or a vacation, the investigators are traveling in a small plane when a heavy storm system is detected ahead. In order to avoid it, they must change their flight plan. Suddenly, all instruments go dead and the compass begins spinning wildly. The pilot looks deeply into the compass trying to divine the problem and catches sight of something out of the corner of his eye. He decides to continue on his current path and fly over the storm. Arriving at their destination an hour late, they find the storm afflicting this island as well, preventing any landing. Just then, something is sighted emerging from a cloud ... a dog-like creature

Focal Points

The undeniable strength in the ley nexus points of the Devil's Triangle is evidenced in the potency of magic practiced there. Voodoo, a faith based on the myths of

ancient Africa, waxes more powerfully here than in the darkest jungles. Minor curses evince a tangible fear in their victims and, within mere hours, ill fortune strikes the poor soul in ways unimaginable in other parts of the world. And that is in Haiti, a country that is on the edge of the Triangle at best. There are few local faiths as strong in the rest of the Caribbean, with good reason. Sorcerors in the Bahamas find their magic working in magnitudes never encountered before, in ways never experienced. Little is known of such an effect because most practitioners of the arcane arts in the Caribbean who fail to consider the potency of their magic are consumed by the effects of their castings. Often, the circumstances surrounding their demise are so hideous that any who witness it are driven mad and never speak of it for fear of being committed. Still others commit suicide, not wishing to live with the knowledge of what horrors inhabit this universe.

The effects of this magic concentration are often horrifying to the unsuspecting, but for those who are aware of its properties, the Bermuda Triangle forms a center for experiments requiring energy not normally available. Of course, tapping this energy requires precise calculations to ensure that the focusing strength is present and also careful consideration that none of the dimensional portals or natural hazards present throughout the Caribbean will endanger the casting. There are many dangers in the Caribbean, and magic seems to draw them close. This is why such spells are seldom attempted between late summer and early spring, when the risk of hurricanes is at its peak. Similarly, the location used must offer isolation and resources for casting while not making the caster easy prey for pirates. Such considerations must enter the mind of any sorcerer attempting such a task.

There are very few ways that sorcerors could learn of the powers of the Devil's Triangle. The first is by studying ley lines in combination with History. This requires a successful History and Occult roll. This will give the investigator a good idea that the Bermuda Triangle holds some secret in working in conjunction with magic. It does not give the investigator any information on what kinds of properties the Triangle has, but the mysterious disappearances so common in the area might hold some clue.

Another way of learning of its properties is accident. Casting a spell while in the Bermuda Triangle, assuming it does not kill the caster, will definitely point toward something strange in the vicinity. Similarly, an associate who survives such an encounter could provide valuable information when the investigator is wanting to cast a spell that requires a great input of energy. Otherwise, careful Mythos research may reveal

connections between this region and other dimensions that has previously been overlooked because many references are tied to lands that have since sunk.

Once the effects are discovered, the wise sorcerer may choose to research the matter further and find "Professor Chaney's Calculations", an invaluable text concerning the region. Those who are able to decipher the cryptic formulas will learn how to calculate the proper places and times to take advantage of the Triangle's strength. This does not take into account hurricanes or other anomalies, but it does recommend that one leaves his compass behind.

When a sorcerer casts a spell in a power location (the Keeper is free to determine when and where these appear), the amount of magic points or POW expended to cast the spell are multiplied by 1d6. This will radically alter the way in which the spell manifests, as in the case of casting a Create Gate spell in which only 5 POW was expended but as a result of the Triangle (and a roll of 5), 25 are spent and a gate to a faraway star is opened up instead of to the moon. This could result in very strange encounters. The Keeper should feel free to adjudicate such results as deemed appropriate. If the spell does not require a great output of MP or POW, the excess could lead to summoning of other creatures or effects never expected. Dimensional gates as described below could be opened up accidentally or creatures from the depths could rise up, seeking the source of this energy surge. The Other Gods could become angered at the waste of magical power and cause some major disaster to strike the region, or the surge could result in an earthquake as it upsets the magnetic field around the earth at such a crucial location.

With study, sorcerers could learn the secrets of the ley lines and divine the exact magnification a particular location and time, allowing more powerful spells to be

cast without as great a risk. However, such study requires a great knowledge of occult lore and mathematics, and a loss of no less than 1d10 Sanity for the understanding that all of human life is dictated by the cosmos. This nihilistic knowledge might lead to suicide or withdrawal as the sorcerer realizes nothing he does has any effect or reason.

The Stars in the Sea

Strangely enough, the one philosopher who put forward the idea that there were gates somewhere in the world that could physically transport you into the world of dreams thought of it two millennia ago and never set eyes on the gates of the Devil's Triangle. He wrote about it in the *Musings of Aerosophecles*, wherein he spoke of a mystical land where concentrations of magic allowed men to dream freely and enter the land of dreams while in a waking state. His writings were lost for centuries and have only recently resurfaced, and this idea remains largely unknown and ignored. No one has considered the possibility. Perhaps it is time.

The gates in the Devil's Triangle, if indeed they do exist, might open into other dimensions; why not the Dreamlands? There are many denizens of that dark and mysterious land who have been sighted throughout the Caribbean since early times, from the traders of Leng who once docked in the less reputable ports of the region to the zoogs who lurk in the forests of Andros. Many sorcerers well versed in the art of dreaming have found extremely lucid dreaming to be had while resting in the Caribbean. While this has generally been attributed to the calm, pleasant atmosphere, there can be no doubt that some sort of supernatural tie between the Dreamlands and the Caribbean is possible.

Such a gate would, similar to the time shifts, occur without fanfare or excitement. Compasses and navigational equipment might suffer minor malfunctions upon entering the Dreamlands, but most likely would be ignored as the pleasing setting continues. A strong link between the Thalarian Sea and the Caribbean Sea has been found to exist by dreamers in recent years. Perhaps that is where some of the vanished ships end up. Why they don't try to make it back is open to speculation. Perhaps people like it better there, or perhaps the shantaks carry them away.

This kind of gateway would seem to contradict the generally understood requirement that investigators be asleep to enter the Dreamlands. As we all know, reality scoffs at rules. Especially in a place like the Caribbean, where strangeness abounds, it is likely that the laws of nature are broken in at least a few places.

PROFESSOR CHANEY'S CALCULATIONS

Floating around on the Net in digital form, A.D. 1994. Composed of a text file on the Internet, this set of mathematical formulae describes the connections between different ley lines and their intersecting points. It also correlates magnetic fields at such points with the Earth's magnetic field, showing that they are substantially different. To the layman (pardon the pun), they mean nothing; to a mathematician, though, they mean that our reality is nothing more than a cruel joke.

To decipher the "Calculations" requires a successful Physics roll; if the investigator does not have the Physics skill, an EDU x 1 check is required to understand them. Sanity loss 1d4/2d4 Sanity points; Cthulhu Mythos +8 percentiles.

MUSINGS OF AEROSOPHECLES

In Latin, trans. unknown, c. A.D. 100. Ten volumes. Aerosophecles believed that dreams were gateways to other dimensions and made frequent references to Hypnos. This tome does make references to the Dreamlands, but unless the reader is familiar with that realm, the book seems like mere philosophic musings. The book describes an amulet that allows one to enter the Dreamlands while still awake, but otherwise holds little of value.

Sanity loss 1d6/2d6 Sanity points; Mythos +2 percentiles, Dream Lore +4 percentiles; spell multiplier x2.

Investigators trapped in the Dreamlands in such a manner travel with a greater risk to their health than those entering it in the conventional manner. Unless they find another gate out, they will never be able to return to the real world and if they suffer any injuries in the twilight lands, they cannot simply wake up and forget about it. On the other hand, they might have brought technologies unknown to the Dreamlands with them and this might give them an edge. However, various powers of the Dreamlands will no doubt seek them and their mysterious technology out. The strange men of Leng might encounter them first on the high seas and offer them a strange tea. Check out *The Complete Dreamlands* sourcebook for more information on this strange world.

Vile Vortices

The ley line theory as a whole does not limit itself to the Devil's Triangle in the Atlantic. The Vile Vortices theory of Ivan T. Sanderson postulates eight other geometric areas with similar properties around the world: in northern Algeria, the Arabian Sea, the Japan Sea, near Easter Island, off the coast of Brazil, by Madagascar, in the Indian Ocean close to Australia's west coast, and in the Samoan Islands. Though currently unconfirmed, Sanderson's theory puts forward that mysterious disappearances and magnetic anomalies can be found in all of these locations precisely 20° apart from one another. This could lead to investigation of similar phenomena around the world for investigators.

THE SANITY WELL

There is a good case for storms and pirates leading to many disappearances in the Bermuda Triangle. The gateway theories similarly explain where all those ships and planes vanished to, but none of them truly capture the most horrible possibility in the Triangle. This idea holds that the Triangle is a kind of black hole, but instead pulling matter into its center, it sucks souls into its awful maw. This is the true horror that lies at the

base of the Triangle. Unfortunates who pass too close to the center of the Triangle (which is constantly shifting) suffer a fast drain, while those on its edges only suffer minor losses of their souls. This loss is marked in a lapse of sanity as the mind attempts to cope with a large chunk of its consciousness being suddenly sapped away. Luckily, this effect is rare, as the well is only able to have any real strong effect once every five to seven years and only within the radius of the inner Triangle area (draw a circle within the Triangle's diameter to find the sphere of influence the well has).

The momentary lapse in sanity effected by the well can result in fatal errors. Investigators suffering the effects might believe that directions are mixed up, or that monsters appear to fill the sky; something definitely feels wrong about the universe. This effect is not universal and depends on both the victim's proximity to the well's center (somewhere just northeast of the Bahamas) and his relative stability. The more stable the individual, the greater the effect, as there is a stronger spirit to be pulled in toward the well. Therefore, often the most steadfast of individuals will suffer a grave insanity, momentary at first, that could lead to misdirections and confusion.

Because the well does not affect everyone in the same way, strong delusions afflicting some may result in conflicts with other crew not influenced by the well. This could lead to serious problems as some crew believe a dangerous threat is approaching while the rest can easily recognize there is no such thing. Which are the sane ones and which are affected by delusions? Perhaps there really is are reefs just off the bow, while it is the delusional crew that sees only open sea; perhaps the huge storm seen approaching to the west is actually clear blue skies. One can never tell, making such occurrences troublesome in the extreme.

The actual game effect is determined on the table below by finding the individual's Sanity in the first column and then matching it to how far that person is from the well's center to determine the amount of Sanity lost. (Keepers may optionally allow investigators a Luck roll to avoid this Sanity loss.) The Sanity is slow-

Sanity Loss Table

Investigator Sanity	Distance from Triangle Center		
	Far (≥ 300 mi)	Close (50-300 mi)	On It (< 50 mi)
91+	1d6	2d6	3d6
71-90	1d6/2	1d6	2d6
41-70	1	1d6/2	1d6
21-30	No Effect	1	1d6/2
20-	No Effect	No Effect	1

Sanity Well Temporary Insanity Table

1d10	Insanity	Specific Reaction Related to Sanity Well
1	Amnesia	Victim blanks out the incident and what happened for the entire trip. Some victims forget who they are and discard all personal identification, thinking it's someone else's.
2	Mania	Victim goes completely ballistic, racing around and trying to escape. Will react violently to attempts at restraining him. This does not go over well in a small plane.
3	Paranoia	Victim distrusts everyone around him (particularly if most other passengers/crew were unaffected) as not seeing what is truly going on.
4-6	Delusional	Characteristic delusions include problems with the navigational equipment and compass, the stars moving in strange ways, odd objects in the water or air, or storms approaching from clear skies or not approaching from where they actually are.
7	Monomania	Victim becomes obsessed with one idea and one idea only. This may be getting back to shore, killing some imaginary creature, getting away from the well, or even eating all the beans on the ship. Nothing else interests the victim and attempts to stop him may be met with violence.
8	Catatonia	Victim goes catatonic, not responding to anything and staying entirely immobile and unmoveable. Not the best thing to do to PC's, but great for NPC's, especially if everyone really does have to abandon ship.
9	Homicidal Mania	Victim thinks everyone is out to kill him and he must kill them first. This can be extremely dangerous in a small environment and may have lasting consequences you don't want to deal with. Reroll if you think it's too nasty.
10	Schizophrenia	Complete and total break from reality. The victim might think he is someone else entirely and act appropriately. He might also not believe himself to be at sea or in the air anymore and try to walk away from the situation (bad idea!).

ly lost and regained over a period of hours, the effect worsening as the investigators approach the well and lessening as they move away from it. See Temporary Insanity in the *Call of Cthulhu* rulebook for losses over 5 points. If over 10 points of Sanity are lost from this effect, one tenth of the loss becomes permanent.

This horrific event allows a short-term encounter within the Triangle with lasting effects. Perhaps the pilot is overcome with delusions as his Sanity is slowly drained and the investigators must wrestle for control of the aircraft before it crashes from the pilot misreading the instruments. Passengers on a ship could start jumping overboard due to imagining creatures or a storm that is threatening the ship. Similarly, the investigators could suffer such delusions and be faced with a captain and crew who refuse to believe they are in danger and who attempt to subdue the investigators (because it seems entirely real, the characters will believe that the captain is trying to kill them).

The Keeper can adjust the Sanity loss to fit the scenario, increasing or decreasing it to fit dramatic tension. The result of such an encounter should be survival, but at a dreadful cost. The unexplainable delusions and Sanity loss will be disturbing enough to lead to investigations into the Triangle that may uncover other explanations as described previously. Or the investigators may realize the cause of the many strange disappearances and deserted ships and seek no further.

Temporary insanity caused by the Sanity Well could result in the reactions in the table above.

THE SARGASSO SEA

The Sargasso Sea is the only sea unbounded by land. Found in the North Atlantic Ocean it is bounded by the Gulf Stream to the west and north and by the North Equatorial Current to the south. The sea itself is characterized by sargassum weed which grows without roots, living for centuries floating on the water. The sea itself has no sea floor, acting like an oil drop on the water, distinguishable from surrounding waters by its higher salinity, which is so marked that one can tell when one is in it by simply tasting the water. The water is also warmer and clearer, having no strong currents and being located in the Horse latitudes where winds are light at best. As a result of this, anything that floats in the Atlantic long enough eventually becomes entangled in the sargassum and can remain there for centuries before being freed. One can find all kinds of flotsam and jetsam within its tangles, dating back to the earliest days of sea travel.

Aptly termed a floating desert, there is little life in this sea besides the weed itself; plankton levels are lower and thus most fish avoid it. However, eels and flying fish migrate to its shelter to breed every year. Scientists believe that sea turtles spend their formative

first year in the Sargasso's protective waters. Indigenous life consists of insects and sea gulls.

The Sargasso Sea was discovered by Columbus, who was tricked by the abundance of sea gulls flitting about the sky as an indication of land nearby. A near-mutiny resulted when none was sighted, and Columbus noted it to warn future captains of its deceptive nature.

Legends of the Sargasso Sea spread by sailors in the age of colonization told of hideous monsters and great serpents that devoured those who became entangled in its weeds. Few believed these legends, avoiding its waters more because of the calm winds that afflict that region than gigantic sea creatures. Still, the floating sea remains a mystery, one that the Bermuda Atlantic Time Series (BATS) is studying. Scientists want to find out just how this mass of seaweed survives without roots, what lives in it, and how it moves through the ocean. They are using several floating platforms with sensitive instruments and sensors that send back information to their headquarters in Bermuda. They have recently gained access to a satellite to take high-resolution images of the sea to aid in studying it.

The Sargasso Sea lies partially within the Bermuda Triangle and as such might be responsible for some of the stranger disappearances. Perhaps some ships really do become entangled in its weeds, or maybe there is something worse lurking in its sargassum. These are but a few possibilities:

The Sargassum Net

The sargassum weed is as it seems, but its ability to trap the flotsam of the ocean transcends simple floats and pop cans. Tangled in its mass are the remains of deep ones and other corpses of unearthly origin. Most are badly decomposed, but because of the lack of much life in the Sargasso Sea some are surprisingly preserved after such a long time. This area could provide investigators with evidence of the Mythos and other disturbing finds. Perhaps the BATS research discovers one such body and unwittingly uncovers evidence of deep one activity in the world, prompting a surprise attack by the mysterious fishermen of Cape Verde.

The Mites of Yuggoth

The sargassum weed is not sinister or supernatural, but what feeds upon and lives within it is. Tiny living fungi crawl and breed in its shelter, occasionally massing to overcome a larger sea creature that has become entangled in the weeds. The mites are difficult to detect, avoiding sunlight and thriving in the cool waters of the ocean. They have eluded detection thus far through their above-animal intelligence. However, it is only a

matter of time. The mites are spread throughout the Sargasso Sea, but masses occur only on occasion, generally when something living comes in contact with the mites and remains motionless long enough for them to swarm over it.

THE MITES OF YUGGOTH, Lesser Independent Race. The mites are related to the fungi from Yuggoth, but lost their ability to fly long ago, becoming smaller to survive better. They are now the size of mice and are able to eat



earthly food, though they prefer meat to weeds. As with mi-go, they change colors to communicate with one another and cannot be photographed. Their bodies disintegrate instantly upon death, explaining why no specimens have been found.

However, sailors appear to know something of these creatures, telling tales of how the bugs once overwhelmed an entire ship, consuming everyone on board. This could explain the mysterious disappearance of the people on board the *Mary Celeste*.

ATTACKS: The mites of Yuggoth can mass together for attacks, biting at victims with thousands of tiny mouths. They will generally attack a lone individual that comes in contact with the sargassum by swarming over him and covering his body, pulling it down into the sargassum and devouring it there. The swarm attack spreads one size level of mites over the character per round, causing 1d6 per size level of damage automatically.

The only way to stop the damage is to remove the mites. The character must make a successful DEX roll against the mites to brush off enough mites to reduce their size level by one. Coating the character in gasoline or a similar substance will cause the mites to leave the character's body, as will burning the mites off (of course, the character will take as much damage as the mites do in the latter circumstance).

MITES OF YUGGOTH, Swarming Death

STR 1X CON 5X SIZ X INT 20
POW 25 DEX 80 HP 5X Move 1X swim
(All stats with "X" should be multiplied by the current size level of the mites.)

Weapons: Swarm 90%, damage 1d6 per size level automatic.

Armor: Normal attacks cause equal damage to the victim.

Spells: None

Skills: Camouflage Self 95%

Sanity Loss: 1d6/2d6 to see the massed mites of Yuggoth.

The Dark Sargassum

The sargassum weed was once a dark young that sank when Atlantis sank into the ocean. The creature learned to survive by feeding off of the sea life around it and adopted the form of seaweed. It is over 11,000 years old and has become an independent entity that is worthy of Shub-Niggurath. In its current form, humans have not guessed at its true nature. Those who have wandered into its grasp have not been so fortunate. The BATS team is close to uncovering its secret, however, which will no doubt result in some horrific demises in the coming years. Perhaps investigators checking into their strange disappearances might come across their data and discover the dark sargassum before it devours them as well.

THE DARK SARGASSUM, Unique Entity. The dark sargassum was once a dark young and retains the same



general characteristics, but not the appearance. It seems to be nothing more than an immense floating mass of seaweed, but hidden among its bulk are black ropy tentacles and near its center a toothy mouth that consumes what it catches. The beast reeks of rotting vegetation.

The Cult of Sargath congregates in this part of the ocean in the fall on All Hallow's Eve, when the seas are still relatively calm. They bring human sacrifices to honor the former dark young. They are, however, among the very few who are aware of the true nature of the entity. Only the deep ones of the area know more about it, recognizing that it is a monster to beware of.

ATTACKS: The dark sargassum has over a hundred tentacles which it can use to injure or grab victims. Anyone within the mass of seaweed is within range of its attacks. It can attack up to twenty different individuals per turn. A grabbed victim is pulled into the center of the creature, which takes 1d6 rounds, and then drained of 1d3 STR per round until dead. Escape requires a successful STR contest; his friends can help the victim. The dark sargassum can also crush ships within its mass, encircling ships of less than 200 tons.

DARK SARGASSUM, The Floating Horror

STR 50 CON 40 SIZ 100 INT 15
POW 20 DEX 20 HP 60 Move 2 swim

Damage Bonus: +8d6

Weapons: Tentacle 90%, damage automatic catch or 8d6 (if already grabbed)

Bite 100%, damage 1d3 STR per round

Crush Ship 80%, damage 8d6

Armor: Firearm attacks do 1 damage; shotguns only inflict minimum damage; attacks that inflict heat, corrosion, electrical, or poison have no effect. Hand-to-hand damage is as normal.

Spells: The dark sargassum knows ten spells, including Bait Humans, Cloud Memory, Command Eels, Create Mist of Releh, Dominate, Nightmare, Summon Sharks, and Wave of Oblivion.

Skills: Camouflage Self 90%

Sanity Loss: 1d6/1d20 to see the dark sargassum.

Using the Triangle

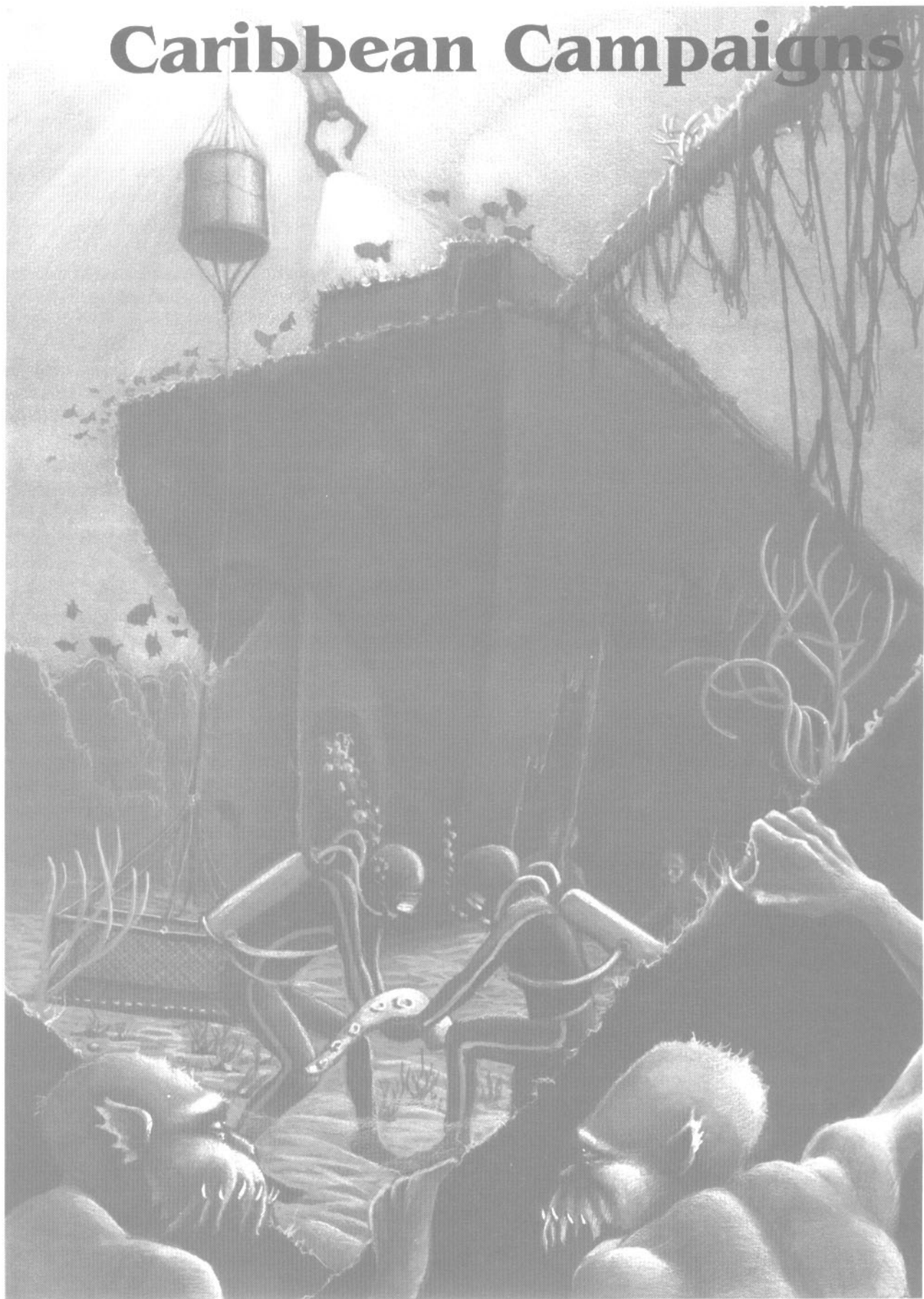
The Devil's Triangle offers a unique locale in which mysteries abound within miles of the U.S. coast. Whether investigators venture into the Caribbean or to Bermuda, anyone traveling across the Atlantic through its borders may have an encounter never to be forgotten. Whether it is their own experience or a friend's, there are ample opportunities for adventure exploring the secrets of the Triangle.

Investigation can turn up all kinds of evidence, leading to exploration of the Dreamlands or simple survival in the face of nature's fury. There are ancient civilizations to uncover and abominations to escape. The mysteries can be found not only in the water and in the air, but also in the magnetic fields of Earth, resulting in a closer scrutiny of physics as we know it.

In the modern world, there are so many ways of tying in the Devil's Triangle that one need never step foot in its dark dimensions to feel its awesome power. Discussions on the Internet could lead to horrifying discoveries, as could inquiries in fields thought to be unrelated. A geologist finding a sample of rock from the limestone floor of the Triangle could discover tiny fragments of artifacts predating human civilization, aeronautical technicians could discover dimensional gateways while scanning the night sky using sophisticated equipment off the coast of Florida, and a historian studying *Historia de las cosas de Nueva España* could find references to an encounter with what could only be the missing *Cyclops* freighter seen in ancient times.

The keys to using the mysteries of the Devil's Triangle lie in confusion and misdirection. There is no single defining explanation for the disappearances and anomalies in the Triangle, and therefore investigators should always be kept guessing as to whether their discoveries are real or imagined, the source of natural disasters or otherworldly powers. They should nevertheless be given small clues as to what is happening, in the form of close encounters. This will keep them interested while maintaining the mystique of the unique setting. Combined with the fascinating cultures of the Caribbean, the Devil's Triangle provides a fascinating backdrop for any modern campaign.

Caribbean Campaigns



*Exploring the many possibilities the Caribbean has to offer,
from the purely technical to the completely captivating.*

While the nature of modern *Call of Cthulhu* allows for transcontinental investigations, traveling from one end of the globe to the other, the Caribbean provides a range of locales and a wide variety of personalities within set boundaries. This allows a Keeper to focus his campaign within a smaller area that can be developed more deeply than is possible in one that jumps from one place to another.

While the information in this guidebook can be used as a starting point for a worldwide campaign, it can also be used as a foundation for a series of investigations focusing on one exciting region with an international flavor. This is thanks to the tourist trade that drives almost every island's economy, with businessmen and professionals from all around the world coming to relax and unwind. Investigators can find people from around the world, often experts in their field, taking a break in the tranquil setting of the Caribbean. These individuals could play key roles in adventures, with no elaborate explanation as to why they happen to be around when needed.

The Caribbean is a hodgepodge of people in a concentrated location that allows Keepers to contain their players' travels. There is much to learn within the islands' boundaries and even more people to encounter traveling through, not to mention the innate mystery of strange disappearances in the Triangle. Use these aspects to your advantage and the Caribbean will make a strong campaign locale.

It is best if you do not begin with the investigators already in the Caribbean. A vacation (much needed if part of an ongoing campaign and a pleasant opening if not) provides a great excuse for getting them down there. Other reasons could include a trail of clues that leads to a book found in one of the ancient repositories in Ashton or Dominicana, or maybe a research project on the voodoo that leads them to the villages of Haiti. Whatever the case, allow them time to relax in the sun and cool trade winds that so many people travel there to enjoy and keep things peaceful at first, lulling them into a sense of tranquility. Then, just when they're thinking about returning to the "real world" to continue their investigations, introduce some minor mystery. Make it seem fun, something to amuse them while enjoying their little vacation. Hint that it's nothing major, just a diversion before returning to the "real world" and having to investigate cults bent on world domination. Perhaps they find a treasure map or some strange markings on a rock that lead them to discover another hiding

place. Make it seem innocuous, with locals laughing off any hint of danger. When they least expect it, hit them with a tragedy that forces them to stay. Maybe one of the investigators suffers a sudden nervous breakdown or finds hints of a lost tome existing in an island village somewhere inland. Trap them there and never let them go.

If the investigators tire of one case, open up a new one. If they try to leave, send in a hurricane that sweeps through and devastates their island, isolating them there. Then bring out the weirdness. Locals start talking about friends who were hunted by bizarre lights in the storm and strange shapes seen moving about at night. Hint at darkened waters in the bay, ominous movements in the waters. Have a scuba expedition disappear without a trace and then have a body wash up, but on investigation the characters learn that the diver slit his own wrists. Build up the horror and then when they really want to leave, let them. As they fly out over the water ... bring in your favorite Triangle explanation and hit them with it.

These are just a few ideas for running a campaign in the Caribbean, but there are many others. An investigator wanting to learn magical rites could seek out a bokor in Haiti and wind up a zombie. The group could be stranded in Haiti for months, trying to help their companion escape his horrible enslavement. They just barely make it out with drug smugglers years later, only to end up hunted by the Coast Guard and forced to hide in deep caves in the Turks & Caicos, there to encounter things terrifying beyond their wildest dreams. Or, as they awaken in their hotel in Port-au-Prince, maybe it was all a dream, a warning from the gods not to mess with things they don't understand.

Investigators

Investigators originating in the Caribbean may be of any occupation. In fact, many of those listed in the main rulebook would be right at home in the islands: A revolutionary in Haiti makes perfect sense, and voodoo would likely be one of his studies, as most revolutions in Haiti were begun by voodoo priests. Similarly, antiquarians are common in the area, as are dilettantes, farmers, hobos, military commanders, and missionaries. Even a tribal warrior or tribal fisherman would make a fascinating investigator, bringing with him ancestral Carib traditions that could open new dimensions to a *Call of Cthulhu* campaign.

New Occupations

Pirate: Bargain, Climb, Conceal, Locksmith, Navigate, Pilot: Boat, Sneak, Swim, and one of the following: Handgun, Rifle, Submachine Gun.

Sailor: Astronomy, Climb, Electrical Repair, Mechanical Repair, Navigate, Pilot: Boat, Swim, and one other skill.

Smuggler: Bargain, Conceal, Fast Talk, Hide, Listen, Navigate, Sneak, either Pilot: Boat or Pilot: Airplane, and one of the following: Handgun, Rifle, Submachine Gun.

Treasure Hunter: Accounting, Archaeology, Art, Computer Use, Geology, Library Use, Pilot: Boat, Scuba Diving, Spot Hidden, Swim, and one of the following: Law or Navigate.

Investigators from the Caribbean are likely to have certain skills, such as Pilot: Boat (10%) and Navigate (10%). This will vary, though. Characters from Bermuda might not have Drive Auto at all, but have Pilot: Boat at 30%, while other characters might only have Drive Auto, relying on others to transport them from island to island.

Tourism

Almost every island's economy in the Caribbean relies heavily if not entirely on tourism, and as such most resources are geared toward the tourist industry. This makes getting to and from the islands easier as there is a strong infrastructure in place, as well as there being a general acceptance of foreigners and often a basic understanding of English. This also means that investigators will not have to deal with most problems associated with visiting foreign countries, most likely finding things quite easy to deal with.

Many vacations come in the form of package deals which include airfare, accommodations, meals and activities. An example of this is Club Med (located in the Bahamas [Eleuthera and Paradise Island], Dominican, Guadeloupe, St. Lucia, Turks & Caicos Islands, Martinique, and other locales), which offers "cashless" vacations in which everything is prepaid. The disadvantage of these trips are that most activities are predetermined, so personal investigations are more difficult to carry out. They are also not always cost

effective, as many options included may not interest the investigators. However, they do offer fantastic cover, as few package-deal vacationers are suspected of clandestine activities.

Investigators will find getting around on their own on some islands to be troublesome, as most operations handle tour groups. While public transport is available, most places investigators will want to go will be out of the way. Car rentals are the best idea, but most islands have treacherous roads, some require international driver's licenses, and many have left-hand driving. Similarly, driving off well traveled routes increases the likelihood of encountering criminal elements dramatically, especially in countries like Haiti.

Because anything can and will go wrong on a trip, investigators are encouraged to buy insurance (note that Acts of Cthulhu are not covered in the fine print), which can be bought to cover anything from your baggage to medical needs to personal death. Similarly, because the water is different in the Caribbean, stomach upsets are common for first-time visitors. Most places offer bottled drinking water, which is recommended. Investigators should also remember to bring their sun block, as sun burn is extremely common, as are heat exhaustion and heat stroke.

Tourists will find most locals friendly and pleasant in the Caribbean; most will know some English, depending on the country. Investigators are recommended nevertheless to know some of the local language and respect local customs. Contrary to popular belief, very few islands allow topless sunbathing, and

beaches are the only place bathing suits are worn. Islanders may dress casually, but do not wander around half-naked; investigators should not either.

The biggest advantage which the tourism industry in the Caribbean offers investigators is a wide range of personalities from varying nationalities. Since vacations can often only be afforded by professionals, those people the investigators do encounter are likely to be skilled in some way and therefore useful NPC's. This is good for scenarios requiring special skills that none of the PC's possess. To the left is a quick table for determining the nationality of travelers encountered. Determine the number of travelers by rolling

Random Nationality Chart

Roll	Nationality
01-05	Indigenous*
06-15	Parent Nation*
16-50	American
51-60	Canadian
61-65	South/Central American
66-75	European
76-80	Japanese
81-85	Australian
86-90	Other Caribbean Islander
91-92	Russian
93-94	Chinese
95-00	Other

*Indigenous tourist means one from that country. Parent nation refers to the country's current or longest "owner" (even if the island is currently a sovereign nation). For example, in Haiti this would be French, while in Puerto Rico this would be an American.

1d6 (roll again and add the result if you roll a 6) and then roll once per individual to determine the sex (even = male, odd = female). Most travelers are between the ages of 20 and 40.

WILLIAM HEIDELBERG: William, or Bill as he likes to be known, is a computer engineer from Hamburg, Germany, who makes regular trips to the Caribbean for its fantastic scuba opportunities. He is particularly interested in cave diving, where he examines the geologic activity of the area in its most pristine setting. Unfortunately, cave divers are not very common, so he is often forced simply to visit wrecks when he travels down. However, if the opportunity for a deep dive presents itself, he will gladly leap at it. Currently, his biggest interest is a formation of odd stalagmites and stalactites in one cave off of Andros Island (in the Bahamas) that appears to have been carved. He figures maybe Arawak got into the cave and make the etchings long ago, but they are in caves over 100 feet deep. He has his own cave diving scuba gear as well as some interesting photos of odd carvings he took on his last trip.



WILLIAM HEIDELBERG, Geologist, age 27

STR 13 CON 12 SIZ 8 INT 12 POW 11
DEX 14 APP 8 EDU 14 SAN 40 HP 10

Damage Bonus: None

Weapons: Knife 30%, damage 1d4

Skills: Computer Use 20%, Geology 72%, Listen 32%, Persuade 40%, Scuba Diving 70%, Swim 60%; Languages: English 53%, French 32%, German 70%, Spanish 12%

Criminal Minds

Though the travel brochures would have you believe otherwise, the Caribbean is a hotbed of crime, from pirates to smugglers to money laundering. Bribes are a way of life throughout Latin America and the Caribbean islands. This corruption, though common, is easily navigated by offering the right bribes at the right time and by not asking sensitive questions. For more information on piracy, see "Murderous Intentions" (page 48) in the chapter on the Devil's Triangle.

Drug Smugglers

Cocaine and marijuana are transported through the Caribbean from Colombia to be routed throughout North America and Europe. Everything from yachts, fishing craft, speedboats, and jetliners are used to trans-

STERLING MEWS, Bahamian Smuggling Airfield: This airfield, nothing more than a flat, cleared dirt and rock strip on Samana Cay, is concealed from the water by a thick scrub growth on one side and by mangroves on the other. Not the property of any one smuggler, it is most often used by Colombian drug lords to store shipments for later distribution to Miami. The name of the airfield refers to colonial times, when this island was used as a rookery for falcons brought over from England by nobles settling in these lands. There are still a couple of falcons who have turned wild that watch over the area, along with a couple of heavily armed guards who do not take kindly to visitors.

If investigators manage to avoid the guards and search the island, they will find trapdoors locked with heavy duty padlocks in the few shanty huts on the side of the airfield. If investigators break them open, they find they lead to huge rock-hewn chambers where millions of dollars worth of drugs are stored. What they do with this find is up to them, but no doubt the cartels won't be happy one way or the other.

port the drugs to and from distribution points in the Bahamas, Jamaica, Haiti, and even Cuba. Meanwhile, in the Caymans, Bahamas, and Turk & Caicos Islands, money is laundered in banks protected by secrecy acts that prevent prying eyes from discovering the billions of dollars buried in their vaults and hidden in their computer banks.

Individual couriers are sometimes used, smuggling drugs in suitcases or concealed on their persons. Sometimes drugs are hidden in plastic containers and swallowed to prevent detection by increasingly vigilant customs officials. Trained dogs are now able to detect minute traces of drugs, and punishments are increasingly strict (ten- to twenty-year sentences, seizure of properties, etc.). Nevertheless, the trade in drugs continues to grow, as the money involved is enough to tempt anyone. A 5 kg pack of pure cocaine has a potential street value of over \$1 million U.S. These packs are easily concealed and can provide a courier with an income of \$25,000 for one trip.

While patrols and arrests increase throughout the Bahamas, smugglers continue to use the isolated Bahamian islands as stops along the way into the U.S. Smugglers, aware of the dangers, become more and more paranoid, arming themselves with advanced assault rifles and firing at anyone who could identify them later. This led to an increase in piracy throughout the 1980's, which, though now declining, nevertheless remains a problem.

Offshore Banking

In times when so much money can be made from illegal ventures, this money must in some way be linked to

legal ventures to be used in the open market without raising suspicions. This is called money laundering and is most often done through banks that don't ask questions about where deposits of millions of dollars originated. While such banks exist worldwide, most nations require banks to disclose records of their activities for tax purposes, but in the Cayman Islands and some other Caribbean nations (Bahamas, Antigua, Montserrat, Turks & Caicos), there is no taxation and bank records are protected by law from such probing. Therefore, these banks act as havens for drug cartels, arms dealers, and corporations alike wishing to conceal vast sums of money tax-free. Hence, offshore banking. This phenomenon is not unique to the Caribbean, but its proximity to the Americas makes it more appealing than similar operations in Asia and Europe.

There are few ways to prosecute such money-laundering and tax-evasion operations. If one is making money illegally, all one needs do is create a new company (A), open an account in the Caymans, use a legitimate company (B) and claim its profits as higher than actual (it's easy to claim you made more with businesses like hotels, bars, etc.), and then transfer its funds to company A. Now all the money that you make from the illegal transactions is legally recorded as being earned legitimately through another company. If your real company needs money, it just borrows it from company A with extremely low interest rates. Even more complex arrangements exist, with the benefits of being harder and harder to uncover and prosecute.

It is estimated that between ten and forty billion dollars are held in offshore banking operations worldwide, though criminals are not their only customers. Legitimate corporations also use them to avoid paying taxes on their outrageous profits. This money does not stay in the bank indefinitely; it is often used to expand operations, allowing even greater profits to be reaped.

In some cases, money-laundering and concealment are carried out by solitary couriers carrying suitcases full of money. In the United States, it is illegal to leave the nation with more than \$5,000 in cash. These couriers typically carry over \$100,000 on a trip. They are often younger people who have legitimate interests in travel (scuba diving, vacationing) and who transport the money secretly to be deposited in the offshore



CORAL TRUST BANK, Caymanian Bank: This bank in the Caymans holds accounts with many reputable corporations throughout the U.S. and Caribbean, as well as a number of disreputable operations dealing in modern slave trading and arms dealing. What makes this bank unique is that nearly all of its account-holders are located in coastal regions and most share common family names, such as Marsh and Salt, even though they are located in different regions.

In reality, this bank is dedicated to deep one hybrids living throughout the world. While the bank does not hold smaller accounts, looking over their account-holders could give one a fairly accurate idea of the range of deep one infiltration worldwide. The bank accepts business from non-deep ones, but only to maintain the illusion that it is just another banking firm in the Caymans. The deep one hybrids use the bank to fund their activities and support settlements that are not as wealthy as others. This explains how they can mount extensive campaigns when most infiltrated towns are nothing more than fishing villages.

banks in the Caribbean for corporations or smugglers. Sometimes diplomats or pilots are used as couriers, as they are checked far less often. Few travelers are checked at all, as customs usually conducts searches only of individuals it has been warned of. On the other end, countries like the Caymans have no laws restricting the amount of funds brought into the country.

Offshore banking could enter into a campaign in a variety of ways. Characters investigating a rich eccentric might find all of his money concealed in an offshore bank and discover ties to drug cartels in South America. Alternatively, investigators could be hired by relatives to find the vanished owner of a particularly large account before the bank closes the account. The trail to the billionaire could be in the form of bank withdrawals in isolated locations throughout the Caribbean, leading to discoveries that the disappearance wasn't accidental.

Ancient Traditions

Since its earliest times, the Caribbean has been home to unique faiths distinct for their ideologies and rituals. These beliefs, passed on in mutating forms through time, help maintain the strong sense of legend and mystery that enshrouds the whole of the Caribbean. From the earliest aboriginal peoples to modern practitioners of Santería, these faiths provide fascinating backdrops to campaigns. See *The New Orleans Guidebook* for more information on voodoo.

Native Peoples

The Taíno, the first North American tribe encountered by Columbus, have been extinct for over 350 years. They left behind a legacy of legends and strange petroglyphs scattered throughout the Caribbean as well as remnants of their language preserved in our usage of words such as canoe, potato, maize, and barbecue. Their tales of islands filled with gold and ones where women had no need for men fueled Spanish searches for El Dorado and Amazons.

The Taíno lived largely alongside the Arawak, but lived a strongly spiritual life that had little place for terrestrial concerns. They were more concerned with dreams and traversed the barriers between our two realms throughout their brief existence. They opened many of the gates that still exist throughout the Caribbean, and some believe they never died out, moving instead permanently into that nocturnal world of sleep. The Taíno were revered throughout the tribes as having the closest ties with the gods; if any tribe could have managed such a feat, it would have been them. They also had a strong cult of spirits, paying homage to the dead through elaborate ceremonies and working closely with the spirits of nature. They enjoyed a unique status in the Caribbean of being equals with the powers of nature, whom they respected and worked with, not against.

While the Taíno preoccupied themselves with dreams, the Arawak and Carib acted as the dominant

human forces in the Caribbean prior to Columbus' arrival. They were, according to some historians, polar opposites: The Arawak were peaceful, friendly, and religious, and the Carib were warlike conquerors fiercely ruled by leaders inspired by the gods. In fact, the Arawak, distinct for their tradition of binding and flattening their foreheads, were as dangerous as the Carib, but their genetic pool was heavily inbred with deep ones and therefore they were weakening as a people.

The Carib, worshiping Ahtu, an avatar of Nyarlathotep, grew strong from his assistance and were nearing complete conquest of the Caribbean. They were merciless warriors, slaying all men and capturing the women to take as wives. This created strange dynamics in their culture, as the women spoke Arawak and the men could converse only in Carib. They lived in different buildings, the women in their own houses, the men together in a communal fortress. The Taíno kept out of these battles, but sometimes employed Carib warriors as mercenaries to protect their large crops.

Columbus and the Spanish were at first seen as allies in this battle and were greeted with friendliness by both Arawak and Taíno. The Carib, however, so close to domination of the entire region, saw the Spanish immediately as enemies and gave Europeans cause for rethinking colonization of the New World.

The Carib were attributed with being cannibals, though evidence of this has never been found. Within a couple hundred years, they were completely massacred, with only small remnants surviving by interbreeding with escaped slaves and assimilating themselves into that culture. Nevertheless, even today, Ahtu is worshiped in some villages in the mountains of Haiti.

Santería

When African slaves were brought over to the Caribbean many centuries ago, they brought with them ancient traditions from Africa too strong for any missionary to erase. Their Spanish masters outlawed these faiths and made it law that they be Catholics. To appease their masters, they concealed their faith under a cloak of Catholicism, using saints in the place of their gods and blending the customs of each into an entirely new religion. Eventually, even their masters became intrigued by this new faith and began to practice it themselves, bringing it back to the Old World with them. This new religion is known as Santería, The Way of the Saints.

Similar to voodoo, Santería has a pantheon of spiritual guides, the *orishas*, who have their own personalities, motives, and desires. To invoke their aid, rituals bidding them to possess the priest or devotees are

enacted. These *orishas* each have direct correlating saints with whom they are identified in day-to-day services. For example, Obatalá, the wise and compassionate father of the *orishas*, is known as the Lady of Mercy, while Orunmila, the seer of destinies, is paired to Saint Francis of Assisi.

Rituals are presided over by a *babalawo* ("father of secrets") and involve the sacrifice of animals (fowl, goats, pigs, sometimes a bull) as offerings and include spells that heal the sick, punish the unjust, and divine the future. Divinations are made using eighteen painted seashells (*los caracoles*) that make up the Table of Ifa. The edges of the shells are filed until serrated edges appear, showing what look like tiny mouths filled with teeth. These shells are said to be the mouthpieces of the *orishas*.

Bilongo, evil spells cast by *mayomberos* (black magic sorcerers), are used against enemies to bring ill luck to the victim. These necromancers are said to be able to kill or inflict worse punishments, for those who can pay their high prices. Few people speak of them except in hushed whispers, as it is said they conduct business with powers not meant to be known. To defend against evil, *santeros* (followers of Santería) often use water to dispel curses and cleanse cursed artifacts.

Legends relating to Santería and similar faiths found throughout the Caribbean include such creatures as *soucouya*, vampires who travel around the island in the form of ball lightning and suck the blood of the sleeping. They are often old women who are said to shed their skin when they go out hunting at night and who can be stopped by salt, which burns them. There are also the *la gahoos*, or *loup-garous*, which are essentially werewolves. Other legends relate to *jumbies*, similar to duppies, and *jablesse*, devil women who curse people who cross them.

Treasure Hunting

The Caribbean is filled with treasure hunters seeking sunken ships that once carried the riches of the New World back to Spain. There are countless wrecks scattered throughout the Caribbean Sea, many in less than thirty feet of water. In the early days of navigation, sailors preferred to stay close to land, and in the Caribbean that meant running aground on the many reefs that stretch miles from the islands. As a result, most sinkings in that time were not due to pirates, but as a result of the rocky reefs that tore great holes in ship bottoms.

Unfortunately for treasure seekers, the Spanish were quick to recover their losses, using native divers to salvage wrecks in shallow waters, often stripping them of anything of value. As a result, many wrecks

have nothing of value left in them, especially now after decades of scuba divers combing known sites time and time again.

Nevertheless, not everything is gone. There are still thousands of wrecks not yet located and some that remain to be explored. Some of these wrecks lie in deep waters or in parts of the ocean unfavorable to salvaging operations, due to currents or stormy waters. Some wrecks remain unknown and still others hold nothing of interest to treasure hunters. These wrecks might in fact be worthless except for scrap metal, but others hold secrets that could be invaluable to the right person. The early days of exploration uncovered many artifacts and relics of untold value that were to be shipped back to Spain but which were lost at sea and forgotten in the centuries that passed.

Locating Wrecks

Investigators seeking sunken treasure will find no difficulty locating books detailing the many wrecks spread throughout the Caribbean, from those already found to those still sought. This is thanks to the meticulous records kept by European powers throughout the history of colonization. Though some ships remained nameless or lack any information on the kind of cargo they carried, they are yet listed and sometimes even the general area of their grounding recorded for future examination. It is most often these anonymous vessels that carried the most valuable artifacts for occultists and historians alike.

Most often, books on sunken wrecks list the location and date lost. The location is obviously useful, but the date is also helpful in determining whether a wreck located is the one being sought or another. Often if a set of reefs resulted in one wreck, it resulted in many. By dating finds from a wreck, one can determine whether the correct site is being excavated.

These books generally also include notes regarding salvage operations already carried out and any cargo of value that was reported carried by the vessel. If investigators are seeking a ship lost in a certain year, knowing its destination and point of origin, they should have no difficulty finding its listing in one such book. Using a good library, a simple Library Search roll will reveal the proper wreck, assuming its identity was not purposefully concealed or the records destroyed.

Ships listed in these records that might still have anything of value in them have most likely not yet been located, meaning investigators will have to seek them out themselves. Some treasure hunters spend their entire lives searching for a particular wreck. Knowing that it sank in one place does not necessarily mean that

Caribbean Salvage Information

Area	Salvage Laws	Dive Environment
Bahamas	Permit required. Government gets 25% of value.	Ideal
Bermuda	Lease required for salvaging. Government has option to buy whatever is found.	Generally safe
British Antilles	Permit required, but none are given out.	Hazardous swells
Cayman Islands	No salvaging permitted	Excellent
Colombia	Permit and \$25,000 deposit required. State receives 25% of what is found. Gold cannot leave country.	Calm waters
Cuba	No salvaging permitted.	Safe
Dominicana	No salvaging permitted.	Safe and calm
Dutch Antilles	No salvaging permitted.	Hazardous swells
Florida	Permit and lease on site required. State receives 25% of what is found.	Easy, popular place
French Antilles	Archaeologist supervision required. Government gets 60% of value.	Hazardous swells
Haiti	No salvaging permitted.	Safe and calm
Independent Antilles	No restrictions unless wreck is in harbor. No salvaging allowed in harbors.	Hazardous swells
Jamaica	Permit and \$10,000 deposit required. Government keeps all artifacts found and 50% of treasure.	Safe and calm
Puerto Rico	No permit required unless wreck is in a harbor. In harbor, permit required and state receives 25% of what is found.	Safe and calm
Turks & Caicos	Permit required. Government gets 25% of value.	Ideal

it will be anywhere near that location as currents and storms can move wrecks miles from their original resting place. In addition, a wreck over a hundred years old will most likely have disintegrated by the time investigators find it. Only cannons and other metal or stone artifacts will remain as markers of its location, and these might be scattered over miles of sea floor.

Searches for wrecks require a great deal of equipment and expenditure. This is why generally only those wrecks promising rich finds are salvaged. A number of divers will be needed, as well as underwater radar systems, cameras, vacuum equipment (to clear sand from the bottom and suck up smaller items), metal detectors, ballast balloons (for lifting finds to the surface), boats, etc. The minimal cost for excavation is around \$100,000 for the initial outlay (with only a two-man team!), while costs can run into the millions for more extensive operations. This does not include the daily costs, which could reach \$1,000/day.

Keepers can allow investigators to find a particular wreck when it is convenient to the campaign, secretly place it on a map and wait for them to search that location, or have them roll against their Luck each week of searching. The chance of finding a wreck has a

Resistance Rating between 18 and 30 (Keeper's discretion). This is why having multiple divers searching accelerates the process. Note that this only applies to wrecks in waters less than 100 feet deep. Wrecks in deeper waters roll against their chance every month, as search time is reduced.

Salvaging Wrecks

Once the investigators locate the wreck, the real work begins. Assuming they are looking for something specific in the wreck (all the gold, a particular artifact, etc.) and do not find it when they first discover the wreck, they will have to excavate it. Most ships break up when they hit the bottom and wooden ships disintegrate after a few decades, spreading their cargo across the sea floor, pushed along by currents and storms. This means that artifacts from a wreck could be scattered over miles of sea floor, much of it probably under sand or grown over with coral. This will make recovery very difficult.

First the site must be mapped out and sectioned into a search grid using underwater cameras or radar, and then the hands-on search begins. This can be facilitated by water pumps which literally vacuum the sea floor, but fragile artifacts will be destroyed and large

finds may be left behind. A visual search is best. This could take weeks or months, depending on how widely scattered the remains are.

It is at this time that investigators will learn whether they have found the right wreck. Many times, the wrong one is mapped out and studied for weeks before learning it is of the wrong century or wrong size for the vessel being sought.

Sea life will probably avoid salvers, as the noise is disturbing, but other, more sinister, creatures may be drawn to the sounds. Deep ones passing through the area might decide to investigate the disturbance, or a sea ghoul lurking in the crevice nearby might steal items and disrupt markers at night. Cuts or injuries near the site could draw sharks or barracudas.

The most common remains of a sunken wreck will consist of the hull (encrusted with coral), cannons, cannonballs, gold or other precious metals, ballast stones, glass bottles, swords, daggers, astrolabes, and rifles. Skeletons or other organic matter are rarely found, but could be discovered in sites protected from sea life or in more recent wrecks. Even paper could be found, preserved in a trunk buried under the sand, but unless treated with fresh water baths, it will disintegrate when dried.

Salvage Laws

As most wrecks are found in shallow waters which are in coastal waters of an island, they fall under the salvage laws of the governing nation. Different countries have different laws, and knowing the particular ones that apply to your wreck could mean the difference between losing everything and making a huge fortune.

Generally, permits are required, which can be sought through government channels. However, these permits are not handed out to just anyone, often requiring some sort of evidence that the salvers are respectable and that they are not going to run away with

any treasure they find. Having a reputable archaeologist working with them is a great bonus, sometimes a requirement.

Nearby is a list of the general requirements and dive environments in the Caribbean. Note that if a wreck is more than five miles from land, it is considered in open waters and fair game. Keepers should feel free to adjudicate cases based on government knowledge of the salvage operation and the value of the goods recovered.

The Rackl Wreck: The *Rackl* is a Greek cargo steamer that ran aground in 1923 a mile from Cooper Island, Bermuda. The ship had signaled ahead that there had been an accident on board and that they needed medical help, but would not elaborate on the problem encountered. Around midnight of June 16, the ship ran aground on reefs near Cooper Island. Though efforts to rescue the crew were made, no one was found on board. The cargo hold was already filled with water, but curiously none of the cargo listed was present when rescuers arrived. The ship sank and an inquiry determined that the crew must have abandoned the vessel when it began taking water and were lost at sea. The captain was deemed at fault. However, that night the seas were calm and there were no holes in the hull. Nor were any of the life rafts deployed.

Ferdinand, the captain of the *Rackl*, had a medalion, the Amulet of Aerosophecles. He had been toying with it on the trip when he accidentally activated it, opening a gate to the Dreamlands in the cargo hold. Much of the cargo fell through to the Dreamlands as the boat lurched on the seas, and he too became trapped there. When the crew sought him, they were set upon by shantaks, which killed most of them before they made it back to the ship and sent out the distress call. By the time the rescuers arrived, the rest of the crew had been captured by the shantaks and taken into the Dreamlands. Only the amulet and signs of struggle remained. The inquiry board decided to close the case and forget the whole affair.

The *Rackl* remains on the sea floor near Bermuda and is a well known wreck, as it is in fairly calm waters and provides an interesting dive. As there was nothing of value left on it, salvers have ignored it thus far. Investigators knowing what to look for have a good chance of finding the amulet. The wreck is split over a reef at an angle of 20° to port, with the bow in only 30 feet of water, while the stern lies on the sand at 70 feet. Visible are the huge boilers, winches, anchor chain, and propeller of the ancient ship. They are all heavily encrusted in coral. The amulet is in the stern cabin. It requires three successful Scuba Diving rolls to pass through safely and get to the cabin (and three more to return).

The Amulet of Aerosophecles

A gold amulet carved with alien characters on both sides and a horrible face on one side. It can open a gate to the Dreamlands. The gate allows anyone, even those not asleep, to enter, as well as allowing creatures from the Dreamlands entry into the Waking World. Where in the Dreamlands the amulet opens to

is random. The Keeper should feel free to determine the location. The amulet is activated by expending 10 POW or Magic Points, but the bearer must be over a ley nexus point (as Ferdinand was when he was playing with it).



Underwater Explorations

Investigators interested in what lies underwater more than a few feet deep will likely want to go scuba diving. They will have to learn the Scuba Diving skill from an experienced diver and dive a few times before attempting anything by themselves. Most resorts and dive shops in the Caribbean offer certification courses that take only about a week. Presumably, they will not want their instructor along while searching for traces of deep ones in the reefs off the Bahamas.

A basic set of diving gear will cost upward of \$1,200. If the investigators are not interested in pursuing a long career in diving, most dive shops in the Caribbean rent equipment for between \$35-\$100, depending on whether you are being taken on a guided tour and on how much equipment you are using. In the warm waters of the Caribbean a wet suit is not necessary, but could be helpful in avoiding cuts on the coral. Similarly, dry suits are too hot for dives in this area, unless you are going very deep.

Normally, scuba divers do not go any deeper than 100', but can safely dive to a maximum of 320'. The deeper they go, though, the longer it will take to resurface, the more oxygen tanks they will have to bring with them, and the greater the risk of suffering nitrogen narcosis and the bends.

Rigid atmospheric diving suits can be used to descend up to 2,000', and they maintain normal pressure in the suit, allowing divers to return to the surface without decompressing. These suits are not commercially available and must be obtained through military, corporate, or scientific contacts. They cost tens of thousands of dollars (if purchased) and require a support team of six men to operate. Needless to say, they're not used for

casual visits to the bottom of the sea floor. Investigators use their Scuba Diving skill at a -30% penalty, decreasing by 5% per successful dive they make. Failed checks could result in anything from nitrous poisoning, a ruptured suit, or loss of control to nausea.

For depths greater than 2,000', investigators will either need to use remote submarines or find themselves a submarine to rent (not a cheap or easy proposition). Recovery of wrecks at this depth is usually out of the question and so costly that only a complete Spanish gold fleet could make it worthwhile.

Scuba Diving

Prior to a dive, the divemaster (most experienced diver) should make a Scuba Diving skill roll to determine the best place to dive, and whether diving is safe under current conditions. A failed check could result in a dive in a location with a strong current, one too far from the site being sought, or a canceled dive where conditions are safe. It is the divemaster's responsibility to set out a flag (red with a white diagonal stripe) to warn boats that there are divers in the water. Neglecting this could result in nasty propeller injuries.

Before the dive begins, the Keeper should secretly make Scuba Diving checks for the investigators to determine whether they set up their equipment right or not. Failed checks will result in problems during the dive. Investigators may make their own check following the Keeper's to identify any problems prior to the dive. Problems with dive gear could include insufficient oxygen, leaks in the face mask, forgotten pieces of equipment (gloves, whistle, knife, etc.), drained batteries in lights, and so forth.

During the dive, investigators can use their Swimming skill for most maneuvering tasks, except

when in enclosed areas. In these circumstances, the Scuba Diving skill is used. Failed rolls result in the diver becoming stuck. To free oneself, a roll with a -20% penalty must be made, or a successful Scuba Diving roll from another diver who assists. Of course, that diver must be

Scuba Diving Narcosis Penalties

Depth (ft.)	Narcosis Penalty	Max Time (min.)	Decompression (time/penalty)*
130	-60%	10	1 hour, 30 min/-35%
120	-40%	12	1 hour, 15 min/-25%
110	-25%	15	1 hour/-20%
100	-15%	20	45 min/-15%
90	-10%	25	30 min/-10%
80	-5%	30	20 min/-5%
70	None	40	15 min/-5%
60	None	50	10-12 min/—
50	None	70	7-10 min/—
40	None	120	5-7 min/—
30	None	360	3-5 min/—
20	None	None	None/—

*Game approximations ONLY!!!

Information from Human Underwater Biology, Inc., quoted in Brylske, *PADI Divemaster Manual*.

able to reach the distressed diver, which may not always be possible.

After divers have reached a stable depth they must each make a Scuba Diving roll to avoid nitrogen narcosis. This check is made with the narcosis penalty listed for the depth they are currently at. When divers head deeper, they must make another check once they settle at their new depth. A failed roll results in nitrogen narcosis, which causes behavior similar to drunkenness, blackouts, or convulsions. Divers under this influence are no longer able to act consciously and may suffer delusions, such as that of being able to breathe without the scuba equipment. Other effects could include hallucinations of strange carved cities, bizarre fish people, etc. Other divers must assist them, requiring successful Scuba Diving rolls of their own. Failed rolls result in the distressed diver drowning.

The table also shows the maximum amount of time a diver should stay at particular depths. Every five minutes a diver stays at a particular depth over that listed, he must make an additional Scuba Diving roll against nitrous poisoning with an added -10% penalty per five minutes extra. Note that standard tanks worn by divers only allow two hours of oxygen, less if the diver is exerting himself. For long or deep dives, an extra tank or two should be brought along.

Before returning to the surface, divers will have to make stops along the way to decompress their bodies. The decompression times listed on the table above are rough guidelines for gaming purposes only and should in no way be taken to represent actual decompression times required in real life. Multiple stops along the way are actually required, but for purposes of the game they have been grouped into one Scuba Diving roll with the penalty listed. A failed roll results in decompression sickness, resulting from bubbles in the diver's bloodstream. The effects of this sickness include weakness, pain, dizziness, paralysis, difficulty breathing, unconsciousness, and convulsions. The diver must be transported to a decompression tank or he will die within 2d6 hours.

At the end of the dive, another Scuba Diving roll must be made. This roll can be made by the most experienced diver if traveling in a group, but must otherwise be made individually. If successful, the diver emerges close to the boat or exit location and leaves the water safely without difficulty. A failed roll results in the diver surfacing some distance away. He must make his way closer, necessitating another roll. If more than three rolls are failed, the diver is in distress and must be rescued by another diver or drown.

Tips for divers include always keep within sight of another diver, never dive alone, never use more than a

New Skill

Scuba Diving (base 00%): This skill is necessary to operate scuba equipment properly, evaluate dive sites, and render aid to other distressed divers. This includes such activities as checking equipment to make sure it is in proper working order, determining proper oxygen flow for different pressures, assessing weather and environmental conditions for safe dives, dealing with changing conditions, handling sea life, avoiding nitrogen narcosis, entering and exiting narrow passages safely, and assisting other divers. An investigator with Scuba Diving at 20% is a beginner diver and should always dive with someone experienced (at least 60%).

Underwater Weapons

Speargun: To fire a speargun, use the Rifle skill for targeting. The spear does 1d6+2 damage. A speargun has an effective range of 20 feet. A spear which misses may be rewound from the attached line and reloaded; this procedure takes 6 combat rounds.

Bangstick: A bangstick is a four-foot-long pole with a shotgun shell at its tip. When rammed into the side of a target, the device discharges, delivering 4d6 damage. Use any melee skill for it, including Fist/Punch. It takes 2 combat rounds to reload a bangstick.

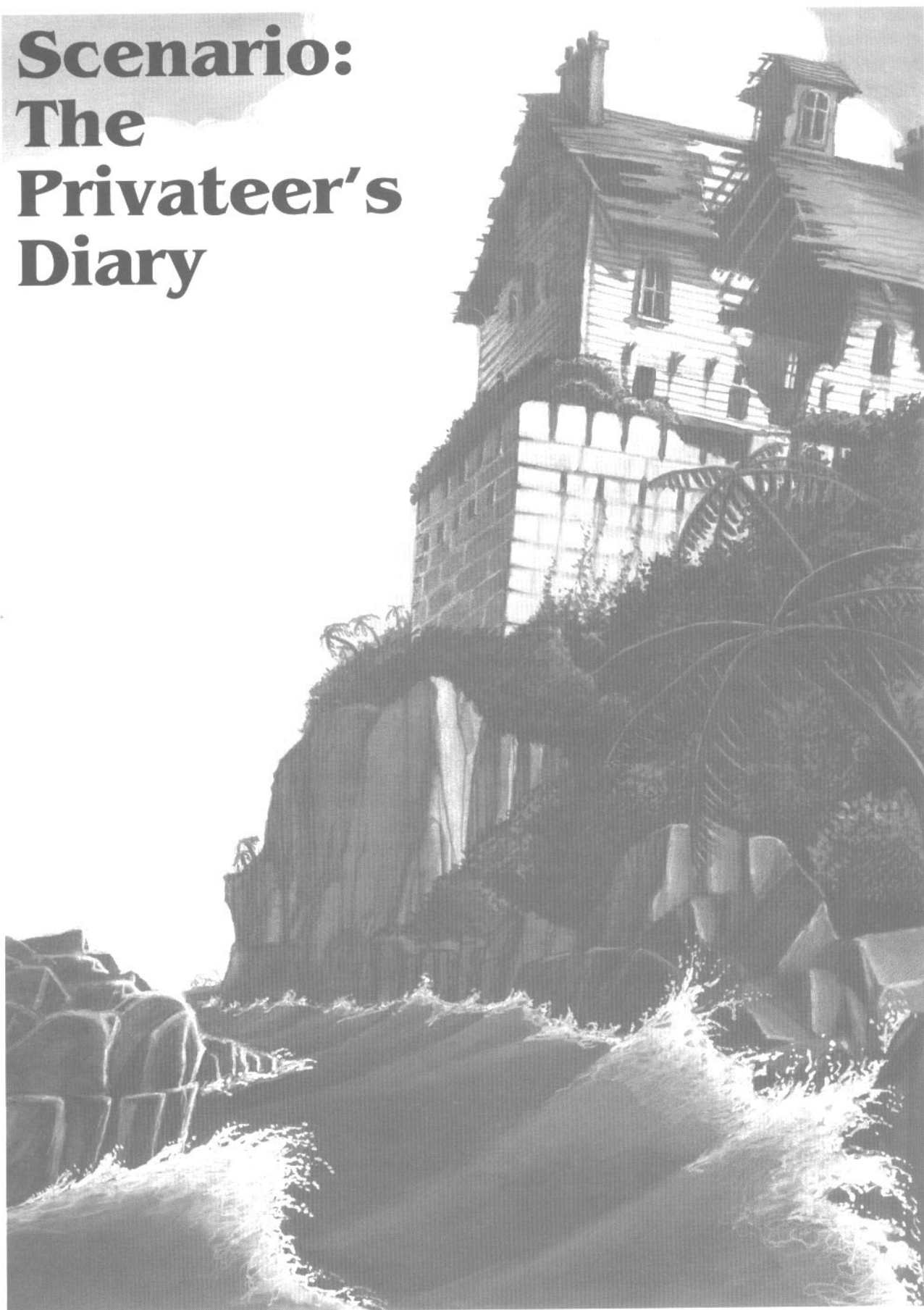
third of your oxygen on the way in (as that extra third may be needed on the way back), and never panic. Of course, these rules will most likely be broken by investigators, but then they'll only have themselves to blame.

Snorkeling

In contrast to scuba diving, the equipment needed to snorkel is quite basic and inexpensive. Only fins, a snorkel, and a mask are required; other accessories are optional (gloves, knife, etc.). This means the initial cost is around \$175; for cheaper quality, all three could be found for under \$50 in most cities. They can also be rented for about \$10 an hour. The dangers of snorkeling are far less and no special skill is required. Use the Swimming skill for all checks made while snorkeling.

Snorkeling allows the investigator to explore marine life near the surface of the water for unlimited amounts of time while breathing through the snorkel. Snorkelers can reach depths of 30' by holding their breath, descending at a speed of 10' every five seconds and ascending 10' every two seconds. Holding a heavy object will double the speed of descent and halve the rate of ascent. Investigators can hold their breath for (CON x 3) or (Swimming) seconds, whichever is greater. However, snorkelers who descend to depths below 20' must make decompression checks when returning to the surface using their Swimming skill or CON x 5 to avoid getting the bends.

Scenario: The Privateer's Diary



Wherein our heroes are led on the trail of a 17th-century privateer who communed with devils in the sea and hoarded knowledge and wealth.

This adventure is designed to introduce investigators to the Caribbean and its many mysteries. The adventure begins with the discovery of a diary that seems to hint at a buried treasure somewhere in the islands, but which also includes mentions of occult lore to be found in the same treasure hoard. The diary, a crucial piece of the scenario, can find its way into the investigators' hands in a number of ways. The owner might contact them, wishing to contract their services to find the gold for a percentage of the find, or they might come across it themselves at an auction anywhere in the world. No matter which way they come across the diary, certain interests are tied closely to its contents and to the sunken hoard.

The adventure itself is presented in a freeform style, allowing investigators to enter it from any avenue and pursue their own interests without being tied to a timeline or prescribed encounters. As this adventure is located almost entirely in the Caribbean, use information in earlier chapters to fill in the gaps. For example, information in the first chapter can be used to help determine costs and availability of flights to various locations featured in the adventure, and the second chapter should be used to provide setting information for players. Similarly, the chapter on the Triangle could be used to add strange encounters indirectly linked to this adventure.

The Diary

Written in English by a privateer named Thomas Henry operating in the West Indies in 1690, this diary shows a great eloquence and was most likely written by a scholarly individual. Though most of the book is written in a rather plain style, discussing attacks on Spanish ships and the like, certain entries are written in a code. These sections are found near occult symbols and notations that refer to books, including the *Necronomicon* and *Monstres and Their Kynde*. If investigators wish to break the code, they must either roll under their INT on d100 or make an Occult skill roll at -20% penalty. The code can also be broken after a week's study in the Mistral Reading Room in Ashton. Once the code is broken, all such sections can be read, and the diary gives the reader +5% Cthulhu Mythos, a spell multiplier of x2, and a loss of 1/1d4 Sanity points. It describes how to contact creatures called "Go-ha" and alludes to another text in which Henry has assembled pieces of their language. The contact spell takes 2d6 weeks to learn after the code has been broken.

The sections in code generally deal with events that by themselves seem simply irrational, but which together form a sinister trend of dealings in dark matters. The author's accounts of sea monsters are generally nothing more than vague references of strange shapes seen moving through the waters in the normal text, but in code he names what he believes he has seen and in some cases adds information on clearer sightings and encounters that would chill anyone in their frankness. One such encounter involves an aquatic humanoid which clambers aboard and with which he conducts negotiations for safe passage. He calls it a "Go-ha" and refers to a previous encounter when he first learned their language years earlier.

There are a series of maps in the book as well, most badly drawn and showing only vague representations of the Caribbean and the islands Henry visited. Most have strange markings which link with the coded text, often identifying where encounters with creatures occurred. The most interesting entry is as follows:

"The Isle located within the Sound was reached through treacherous reefs and provided us with a sanctuary from the bitter winds that pounded from the East. The northern beach was where we built our fortress, anchoring in the waters. ... The dark books, gold, and silver we placed in five water-tight treated mahogany chests. The men carried these chests 300 paces north of the Polaris window of the Fortress House and dropped them with a rope into the crevice therein."

The diary ends suddenly in early 1691 with the author stuck in New Providence with his privateer associates, under some kind of threat from the governor. The last entry, in plain English, reads, "Bury me deep."

Leads from the Diary

Investigators will find several leads in the diary that they can pursue. It appears evident that the privateers never made it back to their treasure. Since it was hidden in such an ingenious manner, it is most likely still there. They need only find that one little cay out of the thousands in the Bahamas. The investigators might look up the author's fate in New Providence, most likely maintained in the records in Nassau. The strange encounters with creatures could also be pursued, and these could lead to investigators discovering the lairs of sea ghouls and shoggoths, but that is not the focus of this adventure.

New Providence

The last entry in the diary would seem to indicate the author's demise on New Providence, making it a good starting point. Investigators must travel to Nassau to search for evidence. Once there, they must gain access to the island's archives in Nassau, which will require permission from the government. This may be gained under the pretense of historical studies or through bribes.

Investigators will find entries dating back to the early 1600's, but these records are notoriously badly kept, as this was a pirate town up until the last couple hundred years. During the time in which Henry was on the island it was presided over by a pirate governor, and as a result records at that time were particularly bad. Nevertheless, a successful Library Use roll reveals that Thomas Henry was among twelve men tried for witchcraft in one of New Providence's only witch trials, in 1691. The governor, though himself reputed to be an accomplished necromancer, presided over the trial in which the thirteen were described as being in league with demons from the sea. They were hung and buried in shallow graves near Blackbeard's Tower. Also of note is the report that the governor was himself burned alive not a year later in a mysterious case of arson.



Investigators who research the governor find that he was indeed involved in necromancy, gaining much of his research from escaped Haitian slaves and had a staff of zombies in his employ. He was a thoroughly evil man, and a successful Library Use roll uncovers fragments of his diaries, which describe a deep distrust of and greed for Henry's knowledge.

Search for the Island

Searching for the island described in the book will not be easy. While it appears to be in area of the Bahama Sound, there are hundreds of islands and cays throughout the Bahamas. However, there are a few distinguishing features. Investigators may either make a successful Navigation roll to isolate a few potentials or travel up and down the Bahamas to narrow down the selection. It will take a day to search physically each of the 3d6 islands this process narrows it down to. At the end of the day, investigators will find that none of these islands match the one mentioned in the diary.

Investigators might decide to check out the Turks & Caicos Islands, because they are close to the Bahamas and are actually part of the same island chain. If they do so, they will find that a number of cays could fit the description in the diary.

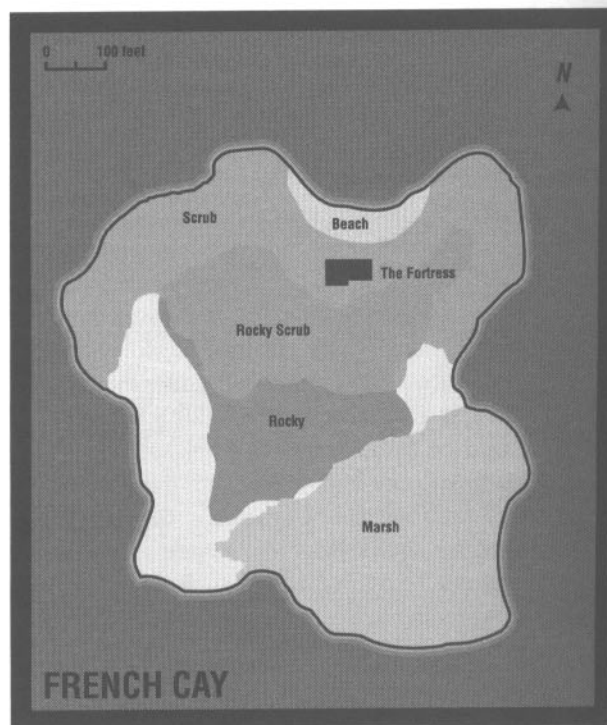
From Cockburn Harbour in South Caicos, the investigators must find transportation to the small cays. They are not on any ferry routes, nor are there any landing strips. Boats can be hired in Cockburn Harbour.

Searching each of these 2d6 likely candidates will also take a day, ending with the discovery that French Cay matches the one described in the diary. This small isle was once a popular hideout of pirates and does indeed contain a fortress.

The Turks & Caicos Islands

Once the investigators have found the island they wish to investigate, a boat can be hired in Cockburn Harbour for a longer period, as can scuba equipment and other such necessities.

While investigators make arrangements, they may find treasure hunters in the area interested in their search and could face cutthroats eager to get hold of their "map." These encounters are entirely up to the Keeper and should depend on how the investigators are handling themselves. If they are not cautious, word will spread quickly of their intents, while remaining too quiet and reserved could result in suspicions spreading even faster.



Using the cover of tourists or researchers is a good idea and is likely to fool the locals. However, tourists don't normally rent excavation equipment or metal detectors for weeks. Anything like this could be construed as suspicious, as could investigators eager to find the treasure and impatient to leave the town and find it. Most tourists are laid back and even those touched by gold fever tend to have a more leisurely approach, generally not appearing to have a particular location so far from hotels in mind.

The investigators must obtain a permit from the government to excavate or salvage. This permit costs \$200 and takes 1d6 weeks to process. No work can legally begin before the permit is processed. Also, the government gets 25% of the value of anything found.

If investigators are serious about excavating, they will need tens of thousands of dollars. They will probably need a loan or a grant. Strangely enough, a representative of the Coral Trust Bank of the Caymans, which apparently does this kind of thing all the time, is willing to front the money for half of whatever is found. (See page 67 for more information on this bank.) The bank's interest in this find is related to its knowledge of Henry, dating back to when its founders' ancestors had dealings with him. Now they want to find out just what he knew. If investigators turn down this bank's offer, make it rough for them to find an alterna-

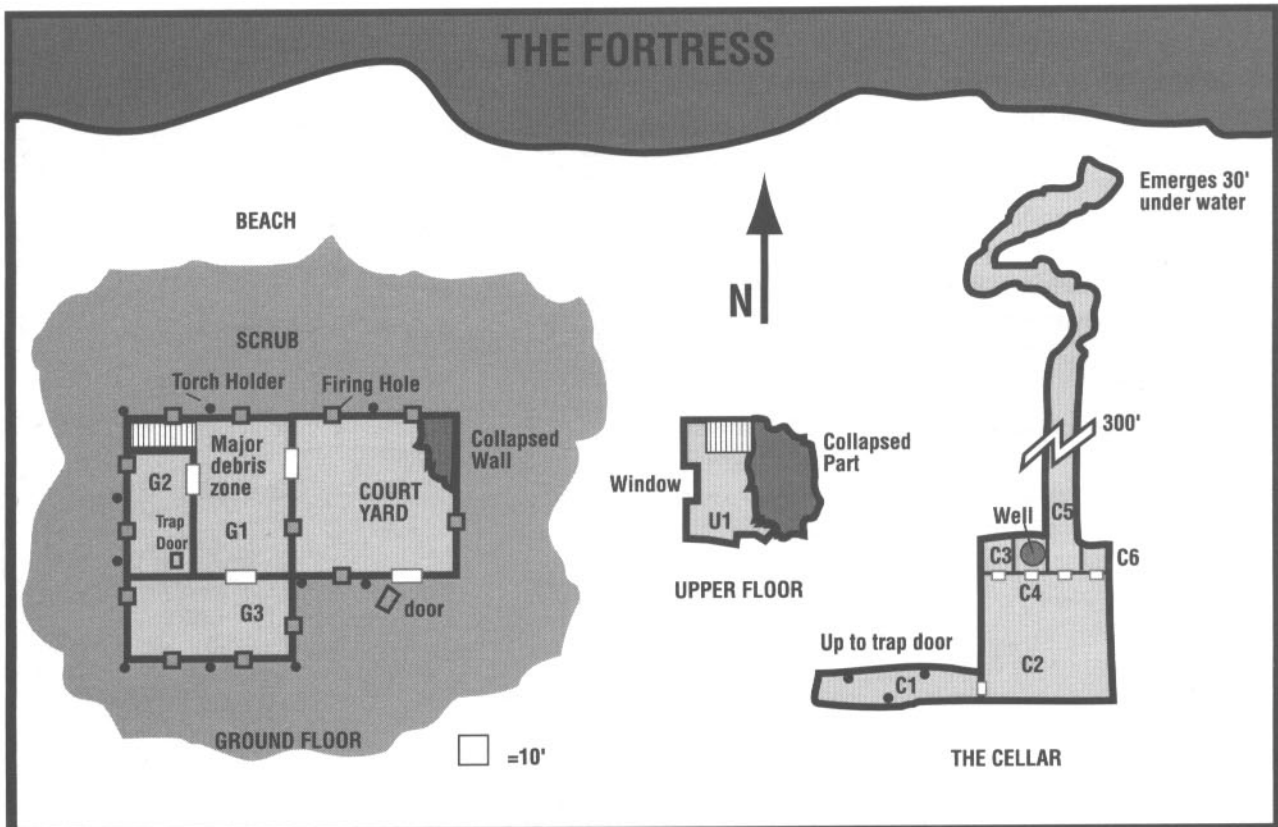
tive. When one comes along, ensure that it is in some way connected to the Coral Trust Bank.

French Cay

A rugged island in the Turks & Caicos with rocky terrain, pirates once used it as a hiding place, but since then there has been no regular habitation. There is a moderately nice beach on its north coast where an abundance of marine life can be found. There are also a number of wrecks littering its shores, remnants of its past glory. Tourists sometimes make day trips to the island for its relative isolation, but there is little of interest on this scrub-covered rock other than a ruined stone fortress overlooking the north beach.

Fortress and Surrounding Area

Behind ten-foot scrub, a fortress can be found. It is almost invisible from the beach and air, but investigators seeking it should have no problem finding it. The white stone fortress, composed of a courtyard and main house and once two stories high, dates back to the late 17th century. It has fallen into disrepair and lies in partial ruins. The second floor has collapsed and parts of the walls have fallen in. The walls, punctuated at even intervals by firing holes, are topped with broken glass. There are a number of torch holders fitted on its exterior or outside, all badly rusted, many missing.



Ground Floor

COURTYARD: This area, enclosed by stone walls, has much debris scattered throughout it, including a couple of rusted-out cannons lying under some brush and a few cannon balls. Investigators who excavate this area discover a stone covering the 3' deep graves of five skeletons placed atop one another. Scraps of cloth remain, but nothing identifying. The main gate in the south was once a mighty mahogany door, but it has rotted and lies discarded just outside.

ROOM G1: Once a common area, this room is devoid of anything of value. The second floor has largely collapsed into this room, choking it with debris and scrub brush. It will take 2d6 days of labor to clear the room. There is little left to find: a few utensils, pipes, and beads. There are two doors leading out from this room and remains of a staircase leading to the second floor.

ROOM G2: Once quarters for someone, this room is similarly filled with debris, and though it is smaller than the common room, it is more densely filled, also requiring 2d6 days to clear. Investigators searching the room once it is cleared will find a coral necklace of exquisite craftsmanship. Checking with local craftsmen will reveal that it is in the style of Cape Verde's work, though it dates back to at least 300 years ago. A successful Spot Hidden roll reveals a strange musty smell, although there is nothing in the room to warrant that smell. A careful search of the floor will reveal a sturdy mahogany trap door leading down to the cellar.

ROOM G3: A storeroom. Not as badly filled with debris, it only takes 1d6 days to clear. There are a number of old grain bags and nails. Some rusted guns and blades are buried just under the mahogany floor. Among these is a trident that appears to be encrusted with rust. If cleaned, it is found to be in perfect condition, a deep one artifact. It may possess magical powers (Keeper's discretion).

Upper Floor

ROOM U1: Now collapsed, only fragments of its original walls remain. It appears to have been an observation room, allowing a clear view of waters all around the island. There were four windows in this room looking in each of the cardinal directions. Though only the west window remains, an Idea roll should allow investigators to figure out where the window facing north would have been located.

The Cellar

ROOM C1: A narrow, musty passage descends 10' with steps hewn out of the rock leading 50' west to a

mahogany door, still strong and standing. The door is locked and requires a successful Locksmith roll (minimum 30% skill) to open. Alternatively, it can be forced open physically; the door has a STR of 30. This corridor has a number of torch holders and old torches still resting in their places. A successful Spot Hidden roll reveals that two sets of footprints in the dust passed through here centuries ago, but none returned.

ROOM C2: This room reeks of must and is difficult to tolerate, requiring a CON x 5 roll every hour spent down here; a failed roll means the character becomes violently nauseated. This room appears to be a kind of laboratory filled with papers and jars containing murky liquids. The papers, written in Henry's hand, appear to be notes concerning the physiology of what he describes as a Go-ha. Some of the notes refer to the language of these creatures, but they are difficult to understand. A spell in Go-ha can be found. If translated, it takes 1d6 weeks to learn and requires 3 Magic Points to cast. The spell allows the caster to breathe water while underwater for 2d6 days. The vials are labeled as containing different organs taken from a slain Go-ha. There are four strong mahogany doors in the north end of the room, each locked with a huge padlock. A strange splashing sound can be heard from behind the second door.



ROOM C3: An empty cell, though scratchings on the rock walls would indicate something large and dangerous was once kept in here.

ROOM C4: A cell containing a well dropping down another twenty feet into a murky liquid. Slight movement indicates something is in there. A strange flapping sound can sometimes be heard. In the 15' deep stale water, there is a strange-looking humanoid with gills and large eyes chained to the bottom. It looks extremely weak and is very thin. From thrashings evident, it managed to break one of its bonds, but another remains sturdy. It makes no real move, but appears to be alive. It is in fact a deep one that has been kept here since Henry's death three hundred years ago. Since deep ones are immortal, this one has survived, albeit starved, all this time. What investigators decide to do with it is up to them (though the potential for having a grateful deep one ally should be intriguing). Seeing this monstrosity requires a Sanity check (0/1d4). At this point, investigators may make an Idea roll to guess that Go-ha are in fact deep ones, if they have not already figured this out.

ROOM C5: This door is not locked. Behind the door lies a cell containing stairs that lead down 40' and end in an underwater cave that stretches 300' north, emerging 30' under the water.

ROOM C6: A cell containing a human skeleton. From the burnt rags still remaining on it and the jewelry worn on the fingers, the investigators may be able to

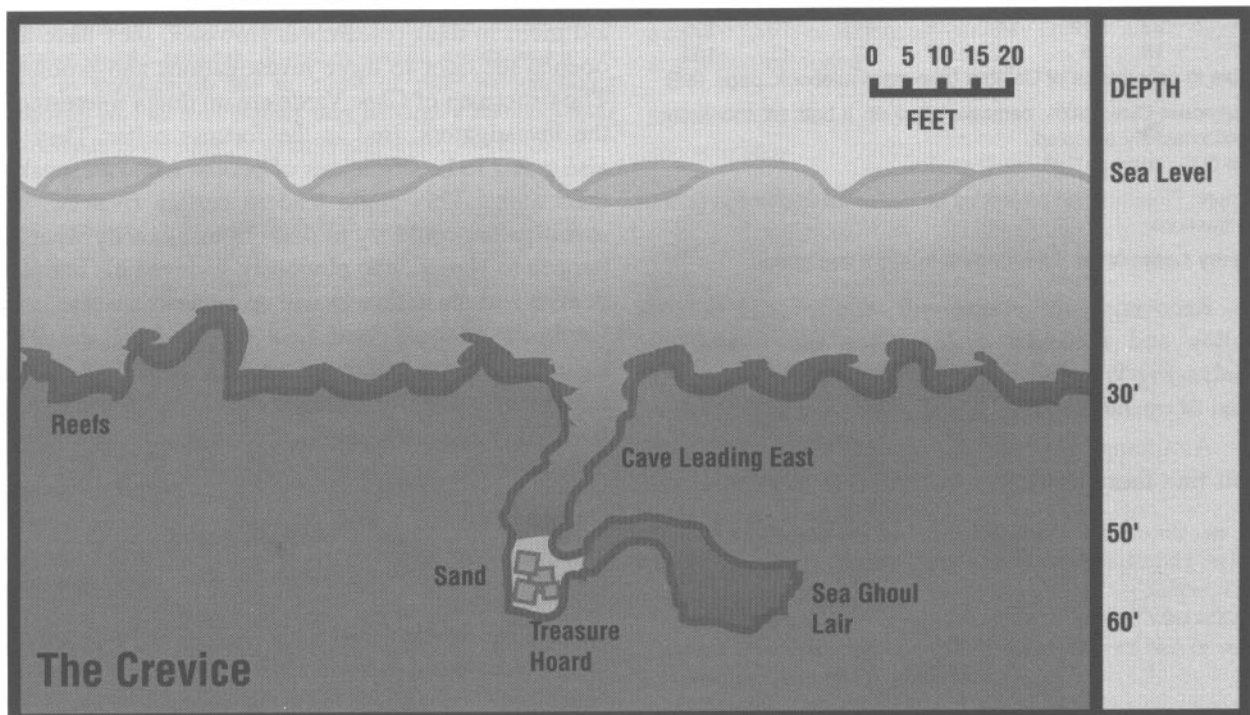
identify the body. It is none other than the corrupt pirate governor of Nassau.

The Treasure Hoard

Investigators searching for the hidden treasure hoard must first determine which was the "Polaris window." It refers to the window that was once in the second floor of the fortress through which the Polaris star could be seen at night. Keepers can allow investigators to figure this out using an Astronomy check if they do not think of it themselves, but to get the exact location of the window, they must figure out where it must have stood, as it no longer exists. See the description of the upper floor of the fortress.

Once the investigators have found the Polaris window location, they must walk 300 paces north. They will find themselves knee-deep in water after the first 100 paces and over their head at 170. Rough estimates made by swimming further reveal that the general area where the chests were supposedly dropped down is at least 30 feet under water in reefs just off the island. While snorkelers can reach the bottom, the investigators will no doubt need scuba gear to make a serious search.

One Spot Hidden roll per swimmer using scuba gear can be made for every thirty minutes of searching the bottom to discover the hidden crevice. If the investigators are just guessing the location and do not truly know where the Polaris window stood, they will find the wrong crevice, one that drops forty feet down in a



narrow 5' wide passage. This passage, home to a baracuda, is highly treacherous and will turn up nothing.

Once the investigators find the correct crevice, a 10' wide by 15' long one dropping twenty feet to a sandy bottom from which a cave leads off to the east, they must excavate the bottom for an additional 8' before reaching the chests. However, once they begin digging, they will find a side passage in which there are two sea ghouls who were summoned here by Henry centuries ago to protect the treasure.

The Sea Ghouls

These sea ghouls are currently hiding in the cave near the treasure, bound to protect it from anyone who might



seek it other than their summoner. deep in the sand and will strike out upon being uncovered, possibly their hand grabbing and holding down a diver as he tries to escape. Note that one is capable of casting a spell and may do so before acting other-

wise. (For more information on sea ghouls, see page 81.)

TWO TENACIOUS SEA GHOULS

	STR	CON	SIZ	DEX	POW	HP	DB
#1	22	12	14	16	11	13	+1d6
#2*	18	9	13	17	17	11	+1d4

*Able to cast Hands of Colubra (see main rulebook, page 155)

Weapons: Claws 30%, damage 1d6 + db. If both hit, the victim is successfully grappled.

Bite 30%, damage 1d6

Armor: Firearms and projectiles do half of rolled damage (round up fractions).

Sanity Loss: 0/1d6 Sanity points to see a sea ghoul.

Recovering the chests will require some sort of pulley and recovery system. See the section on "Salvaging Wrecks", page 70, for information on this kind of operation.

Assuming they are successful, the investigators will find four chests; it appears one is missing. Three

contain gold and silver in the form of coins and jewelry, worth over \$2 million. The fourth chest contains a copy of *Monstres and Their Kynde*, papers which contain notes on the language of the Go-ha (deep ones), and a specially inscribed tablet used in summoning deep ones. Learning the language of the deep ones takes six months and a successful INT x 3 roll, and has benefits that transcend simple spells. From evidence in the diaries, it appears the fifth chest held both papers and treasure of a more personal nature to Henry.

Intruders

At crucial stages in the investigation on French Cay, different visitors can cause the investigators no end of problems. A group of tourists seeking fun in the sun on the beach could show up and become interested in the odd ruin and those strange sounds coming from deep below. A group of fishermen from Cape Verde might show up and stay just off the coast, watching the investigators and pretending to go about their fishing, perhaps visiting in the night and sabotaging their equipment. In addition to these human representatives, some deep ones might take an interest in the investigators' presence. Lastly, other treasure hunters will no doubt be interested in what the characters are looking for and might search their sites at night, looking for anything they can steal.

Conclusion

If the investigators find what they were after, they are no doubt very rich and have some highly useful texts to aid them in their researches. However, they have also opened the door to more investigations and problems. The fishermen of Cape Verde are no doubt interested in the investigators' find in the fortress cellar. They are also going to be suspicious of people who can speak to their allies. This could lead to certain rivalries. The investigators could try to find out just exactly what *did* happen to Henry, who obviously survived his untimely demise and must have turned up somewhere else in the Caribbean at some point. Last, but not least, the investigators may be interested in just where all of that mahogany came from, which could lead to discoveries that Henry spent a lot of his time in an area now known as Ashton

Appendix A:

Caribbean Animal Life

BARRACUDA (family Sphyraenidae). A predatory fish, barracudas are renowned for frightening divers with their murderous lunges from dark hiding places. However, they are in fact merely an extremely curious creature, sometimes following divers for some time at a distance. Their fearsome reputation comes from those few incidents when they were provoked and lashed out in anger, rendering nasty bites that tear the flesh. While these bites are not poisonous, they can become infected easily. Also adding to the barracuda's reputation is its size—it can grow up to 8' long.

BARRACUDA

characteristics	rolls	average
STR	3d6	11
CON	3d6	11
SIZ	3d6	11
POW	3d6	11
DEX	3d6	11
Move 8 swim		HP 11

Av. Damage Bonus: None

Weapons: Bite 40%, damage 1d10

Armor: 6-point hide

Skills: Hide in Hole 80%, Intimidate Swimmer 60%, Lunge Menacingly 50%

Habitat: Coral reefs

CAIMAN (*Caiman crocodilus*). Caimans are amphibious reptiles related to alligators and crocodiles found in the tropical New World. They look broad-nosed and spectacled, and are found lurking in the lagoons and rivers of the islands. These carnivores typically range in length from 6 to 9 feet and are fairly common in the Caribbean, though developed islands tend to list them as endangered due to much of their habitat being destroyed. As with most reptiles, they are largely lethargic, but if provoked or hungry can be dangerous indeed.

CAIMAN

characteristics	rolls	average
STR	4d6+6	20
CON	3d6+8	19
SIZ	4d6+6	20
POW	3d6	11
DEX	2d6	7
Move 6/8 swim		HP 20

Av. Damage Bonus: +1d6

Weapons: Bite 50%, damage 1d10 + db

Armor: 5-point hide

Skills: Conceal Self in Water 60%, Move Stealthily in Water 80%

Habitat: Topical lagoons, rivers, streams in Caribbean and South and Central Americas

DOLPHIN (*Tursiops truncatus*). Our friendly bottle-nosed dolphin is but one of about fifty species of dolphins that inhabit the world's oceans. Dolphins are intelligent mammals that are capa-

ble of bursts of speed of up to 35 mph (Move 15). They like to swim in the bow wave of boats, often in pods of a dozen or more. Some occult scholars speculate that they know more of the terrors that lie beneath the seas than humans, and are engaged in their own battle against the Mythos. These scholars are currently working with marine biologists to break the communication barrier. There is some evidence, however, that dolphins may actually be agents of the Mythos. Dolphins meanwhile enjoy life at their own leisure, carrying out life-and-death battles with sharks, generally attacking by ramming enemies with their noses, causing severe blunt trauma that stuns and sometimes kills.

DOLPHIN

characteristics	rolls	average
STR	3d6	11
CON	3d6	11
SIZ	3d6	11
POW	3d6	11
DEX	3d6	11
Move 12 swim		HP 11

Av. Damage Bonus: None

Weapons: Ram 70%, damage 1d6 + db

Armor: 2-point hide

Skills: Hide 40%, Idea 50%, Echolocation 60%

Habitat: Salt water, preferably tropical waters

MORAY EEL (family Muraenidae). These snake-like fish are commonly found in reef areas in the Caribbean. They can reach up to 10 feet long, but are typically only about 3 feet in length. Their bite is serious, but they are not highly aggressive unless provoked.

MORAY EEL

characteristics	rolls	average
STR	2d6	7
CON	2d6	7
SIZ	2d6	7
POW	3d6	11
DEX	3d6	11
Move 10 swim		HP 7

Av. Damage Bonus: -1d4

Weapons: Bite 40%, damage 1d6

Armor: 3-point hide

Skills: Hide in Reefs 60%

Habitat: Shallow reefs in tropical waters

SEA GHOUL, Lesser Independent Race. Sea ghouls are the aquatic version of ghouls. They inhabit wrecks, preying on fish and the occasional swimmer who gets lost from his partner. They are mostly cowardly, avoiding contact with anyone who appears stronger than they, and particularly any group of two or more individuals. They rarely attack humans.

Random Sea Life

% Roll	Creature	Pertinent Information
01-04	Angel fish	Colorful tropical fish, harmless.
05-06	Barracuda	See description.
07	Bull Shark	Aggressive shark. See Shark description.
08-12	Damsel fish	Colorful tropical fish; harmless.
13-14	Dogfish Shark	Not aggressive unless blood is in the water. See Shark description.
15-16	Dolphin	Large friendly mammal; answers to Flipper. See description.
17	Electric Eel	Capable of stunning humans, causing 2d6 damage (stunned for number of combat rounds equal to 1/2 damage taken). Bite 1d6.
18-20	Flying Fish	Can leap a few feet in the air. Harmless but impressive.
21	Great White Shark	Aggressive shark that resembles Jaws. See Shark description.
22	Hammerhead Shark	Aggressive shark with strange head. See Shark description.
23	Jellyfish	Sting can be extremely painful (2d6 damage).
24-28	Jewelfish	Beautiful tropical fish; harmless.
29-30	Lionfish	Colorful tropical fish that has poisonous spines (2d6 damage). See fish poisons below.
31	Man-of-war	Jellyfish with poisonous stinging tentacles (1d6 damage). See fish poisons below.
32	Manatee	Gentle, shy creature that gave rise to the legends of mermaids.
33-38	Manta Ray	Capable of emitting electricity, too minor to cause damage.
39-44	Marlin	Sea fish; harmless.
45-50	Moray Eel	Long eel with mean bite. See description.
51-52	Octopus	Emits ink cloud when frightened; harmless.
53-56	Parrot Fish	Colorful tropical fish; harmless.
57-58	Porcupine Fish	Spiny fish. Spines cause damage (1d6), but are not poisonous.
59-60	Puffer	Small, colorful tropical fish; harmless. Poisonous to eat (see fish poisons below).
61-67	Remora	Long sucker fish; harmless.
68-72	Sailfish	Large fish with large dorsal fin.
73	Sea Ghoul	Creature not often mentioned in the brochures. See description.
74	Sea Turtle	Nearly extinct. Not aggressive, but bite is painful (2d6).
75-76	Sea Urchin	Spiny creature; non-poisonous, but infection likely (2d6 from spines).
77	Scorpionfish	Spiny fish; can inflict serious injuries (2d6 from spines). See fish poisons below.
78-85	Stingray	Stinging fish that stays on bottom. See description, and fish poisons below.
86	Stonefish	Spiny fish; poisonous spines (1d6 damage). See fish poisons below.
87-90	Swordfish	Large fish with long snout. Harmless unless you believe the cartoons.
91-98	Tetra	Small, colorful tropical fish; harmless.
99	Tiger Shark	Small, colorful shark; aggressive. See Shark description.
00	Whitehead Shark	Aggressive, dangerous shark. See Shark description.

Fish Poisons

Poison	Speed of Effect	POT	Symptoms
Lionfish/Scorpionfish	10-20 minutes	12	intense pain, spasms, weakness
Man-of-war	4-12 minutes	16	muscle cramps, nausea, respiratory difficulty
Puffer (Blowfish)	6-12 hours	20	total paralysis but clear consciousness
Stingray	1-12 minutes	5	burning pain, difficulty breathing
Stonefish	10-15 minutes	12	spasms, weakness; can be fatal

The sea ghoull prefers to grapple its victim, tearing any life support equipment apart and drowning the unfortunate, biting and clawing in the process. Only a successful STR resistance roll allows the victim to escape this watery embrace, allowing him to surface and catch a breath of air.

SEA GHOULL

characteristics	rolls	average
STR	3d6+6	17
CON	2d6+6	13
INT	2d6+6	13
SIZ	2d6+6	13
POW	2d6+6	13
DEX	2d6+6	13
Move 10 swim, 5 on land		HP 13

Av. Damage Bonus: +1d4

Weapons: Claws 30%, damage 1d6 + db; if both hit, the victim is successfully grappled.

Bite 30%, damage 1d6

Armor: Firearms and projectiles do half of rolled damage; round up fractions.

Spells: Roll d100—if the roll is higher than the ghoull's INT, it does not know any spells; if equal or lower, the ghoull knows that many spells, of the Keeper's choice.

Skills: Hide 80%, Scent Life 60%, Sneak 80%, Spot Hidden 50%

Sanity Loss: 0/1d6 Sanity points to see a sea ghoull.

SHARK (class Chondrichthyes). Of the 250 species of sharks, only thirty are dangerous; of those, five species are responsible for the bulk of attacks. These include the tiger, hammerhead, great white, bull, and whitehead sharks (all of which are present in the Caribbean). Most commonly found in the Caribbean are dogfish sharks, small 3' sharks which have a poisonous spine on their backs that can inflict a painful, but not fatal, wound. Most sharks will not attack unless provoked, but if they scent blood in the water they can be incited into a feeding frenzy wherein they attack anything that moves. Their sense of smell is legendary, able to pick up minute traces of blood from miles away. Native peoples associated many dark forces with these menacing

creatures, claiming they were allied with some of the older races of Earth.

SHARK

characteristics	rolls	average
STR	3d6+12	23
CON	3d6	11
SIZ	2d6+1d12	14
POW	3d6	11
DEX	2d6	7
Move 12 swim		HP 13

Av. Damage Bonus: +1d6

Weapons: Bite 30%, damage 1d10

Armor: 7-point hide

Skills: Locate Prey 60%, Scent Blood 60%

Habitat: Salt water, preferably tropical waters

STINGRAY (family Dasyatidae). These flat fish, also known as devil fish, glide through the waters with long, spiked, whip-like tails trailing behind them. They spend most of their time hiding under the sand, avoiding predators and awaiting prey, but when blundering divers step on them, they rise up and sting their aggressors, escaping quickly. Their stingers hold a poison that is not fatal, but is extremely painful. In addition, the stingers are serrated, making large tears in the skin. These fish are responsible for more injuries than any other.

STINGRAY

characteristics	rolls	average
STR	2d4	5
CON	2d4	5
SIZ	2d4	5
POW	2d6	7
DEX	3d6	11
Move 10 swim		HP 5

Av. Damage Bonus: -1d6

Weapons: Sting 70%, damage 1d6, CON=POT poison

Armor: 2-point hide

Skills: Hide in Sand 70%

Habitat: Shallow salt water, preferably tropical waters

Random Island Life

% Roll	Creature	Pertinent Information
01-05	Caiman	See description.
06	Fer-de-lance	Poisonous pit viper (1d6 + poison*).
07-14	Flamingo	Appear in big flocks; harmless.
15	Ghoull	Vile creature of death. See <i>Call of Cthulhu</i> rulebook.
16-25	Hummingbird	Tiny little bird (3d6 damage to tiny flowers).
26-50	Hutia	Rabbit-like rodents; harmless.
51-70	Lizard	Many varieties and colors; majority are harmless.
71-72	Parrot	Colorful and talkative bird; harmless. Endangered.
73-85	Singing Bird	Many varieties, most very colorful; harmless.
86-88	Snake	Many varieties and colors; majority are harmless.
89-94	Solenodon	Big-footed, rat-sized insectivore. Poisonous if eaten. Endangered.
95	Vampire bats	Smallish bat. Sometimes bites humans (1 damage).
96-00	Wild boar	Big wild pig. 1d6 tusk damage from charging.

*Onset time 10-15 minutes, POT 12; induces intense pain, spasms, weakness.

Appendix B:

A Triangle Chronology

1492 Sighting: Christopher Columbus notes strange lights in the sky. See below.

1840 Derelict: The *Rosalie* is found floating near Nassau without any structural damage or leaks. Its cargo of wines and silks is intact. None of its crew are ever found. Theories of piracy are dismissed, as the cargo was untouched.

1872 Derelict: The *Mary Celeste* is found near the Azores. See below.

1880 Disappearance: The *Atalanta* vanishes somewhere in the mid-Atlantic.

1881 Derelict: The *Ellen Austin* is found in the mid-Atlantic.

1909 Disappearance: Joshua Slocum, a sailor, vanishes in the Lesser Antilles.

1918 Disappearance: The USS *Cyclops*. See below.

1921 Derelict: The *Carrol A. Deering*, a five-masted schooner, is found by the U.S. Coast Guard in late January. Both lifeboats and anchors are missing, as well as luggage and clothing belonging to the crew. Charts, logbooks, papers, and clocks are also missing. The compass is smashed and the steering wheel broken. Handwriting different from the captain's is found on the charts and three pairs of boots are in the captain's quarters. The ship was last sighted by a lightship that saw the crew assembled on the foredeck, but no captain visible. Later, an unidentifiable steamship (possibly the *Hewitt*, which disappeared in the same area at about the same time) passed without responding to the lightship and headed quickly in the direction of the *Deering*. Piracy is suspected, but why the ship was not taken is unexplainable.

1926 Disappearance: The *Suduffco*, a freighter, is reported swallowed whole by a creature off of the coast of Florida, but reported by authorities as lost in a hurricane that appeared out of nowhere and vanished just as quickly.

1928 Magnetic and Electronic Anomalies: Fokker flight, misdirected by compass error and problems with radio, subsequently crashes.

1928 Magnetic Anomaly: Charles Lindberg notes compass acting up and malfunctioning.

1940 Derelict: *Gloria Colita*.

1943 Electronic Anomaly: Pilot Lieutenant Robert Ulmer detects equipment difficulties over Bahamas in good weather, loses control, and is forced to bail out.

1944 Derelict: The *Rubicon* is found near Key Largo, Florida.

1945 Disappearance: Flight 19, an entire flight of Avengers, vanishes. See below.

1945 Magnetic and Electronic Anomalies: Naval Commander Billson, flying over Bahamas, has magnetic and electronic difficulties and radio dies.

1946 Derelict: The *City Belle*, a schooner, is found between Bahamas and Cuba, supposedly due to bad weather, but under mysterious circumstances.

1947 Disappearance: A U.S. C-54 plane vanishes 160km off Bermuda coast without distress call.

1948 Disappearance: The *Star Tiger*, an airliner, vanishes en route to Bermuda. See below.

1949 Disappearance: The *Star Ariel*, an airliner, vanishes. See *Star Tiger* below.

1950 Media Interest: Reporter E. V. W. Jones with the Associated Press notes strange disappearances between Florida and Bermuda, in particular discussing Flight 19.

1952 Media Interest: George X. Sand recounts disappearances between Florida, Bermuda, and Puerto Rico in *Fate* magazine.

1954 Disappearance: The *Super Constellation*, a U.S. Navy plane, vanishes mysteriously over the Atlantic.

1955 Magnetic and Electronic Anomaly: Veteran sailor aboard *Atlantic City* sees automatic steering take mind of its own and direct ship in a circle. Ball lightning sighted and electronics destroyed.

1955 Media Interest: Maurice K. Jessup writes *The Case for the UFO*, in which aliens are suggested as being responsible for disappearances in the Bermuda Triangle region.

1958 Disappearance: The *Revonoc*, a yacht, vanishes off U.S. eastern coast.

1960 Disappearance: Five Super Saber jets flying in formation pass through a cloud and only four emerge

again. No explosion is heard, no debris is found, and nothing else come out of the cloud. This story has never been conclusively examined and may be hearsay.

1963 Disappearance: The *Marine Sulphur Queen*, a tanker traveling from Beaumont, Texas, to Norfolk, Virginia, disappears. Her last radio contact was from approximately 270 miles west of Key West. A few life jackets were found, but nothing else.

1963 Disappearance: The *Thresher*, a nuclear-powered submarine lost off the coast of Cape Cod. Its hull is found several months later on the ocean bottom, though the cause of the accident is never wholly explained.

1964 Media Interest: Vincent H. Gaddes writes "The Deadly Bermuda Triangle" for *Argosy* magazine, identifying the classic points of the triangle and bringing the phrase "Bermuda Triangle" into popular usage.

1964 Magnetic and Electronic Anomalies: Pilot Chuck Wakely notes a strange glow spread across his plane, after which the compass and radio die.

1965 Media Interest: Gaddes elaborates on his theory in a book, *Invisible Horizons*, in which he postulates disappearances are due to a fourth dimension anomaly that draws planes and ships into another world.

1966 Magnetic and Electronic Anomalies: Engine and compass failure on salvage tug *Good News*; barge being towed vanishes and reappears during clear weather. When it reappears, the hull is warm and all batteries on board are dead.

1967 Disappearance: A Beechcraft Bonanza, a light airplane, lost near Miami, supposedly of engine failure.

1967 Disappearance: The *Witchcraft*, a cabin cruiser lost near Florida coast in weather that was clear.

1968 Magnetic and Electronic Anomalies: Compass, radio, and direction finder all die on Pilot Jim Blocker.

1968 Disappearance: The *Scorpion*, a nuclear-powered submarine lost with 99 crewmen. Wreck found five months later, but no reason can be found for the accident.

1969 Media Interest: John Wallace Spencer expands the boundaries of the Bermuda Triangle and calls it the "Limbo of the Lost."

1970 Magnetic and Electronic Anomalies: Pilot Bruce Gernon sees donut-shaped cloud and upon flying through it loses compass and electronics, and thirty minutes of time.

1970 Media Interest: Ivan T. Sanderson writes *Invisible Residents*, which describes the "Vile Vortices" theory, in which there are nine separate clusters of dis-

appearances around the world centering around some dimensional upset that occurs exactly 72° apart.

1971 Magnetic and Electronic Anomalies: USS *Richard E. Byrd* encounters instrument malfunction and disorientation and becomes stuck in heavy haze for five days.

1971 Disappearance: The *Milton Iatrides*, a freighter with crew of thirty, vanishes.

1971 Disappearance: The *Phantom II*, a U.S. Air Force jet with two crewmen, vanishes from radar screens 136km southeast of Miami in clear skies over shallow water. No trace is found.

1972 Electronic Anomaly: The *Vogelgesing* loses all power from electrical systems and comes to a dead stop between Florida and Puerto Rico.

1973 Disappearance: The *Anita*, a supercargo ship carrying coal bound for Europe, sinks without distress signals. Only a life ring from the ship is ever found.

1973 Magnetic and Electronic Anomalies: On the *Nightmare*, the compass breaks and electrical power dies on the way back to Coconut Grove.

1974 Electronic Anomaly: Passengers on *Queen Elizabeth II* forced to change ships when lighting and heating die suddenly.

1974 Media Interest: Charles Berlitz writes the "Bible" of Triangle lore, *The Bermuda Triangle*, and popularizes the concept.

1974 Electronic Anomaly: Pilot Mike Roxby suffers radio and instrument failure twice, the second incident resulting in a crash that kills him.

1974 Magnetic Anomaly: Pilot Jack Strehle sees flashing blue light on wing and compass dies.

1974 Mechanical and Electronic Anomalies: Crew of USS *Vogelgaing* has electronic and mechanical failure.

1974 Electronic Anomalies: U.S. Coast Guard ship *Hollyhock* detects large land mass on radar where there is only empty sea. Radio dies in local area, but long range still works.

1975 Magnetic and Electronic Anomalies: Coast Guard cutter *Diligence* suffers complete radio and navigation failure while checking on burning freighter. Green lights fall from sky, but are not rescue flares.

1975 Media Interest: Larry Kusche writes a critique, *The Bermuda Triangle Mystery Solved*, in which he investigates sixty of Berlitz's stories and finds reasonable explanations for many of the "unexplained" disappearances.

1975 Electronic Anomalies: Dr. Wayne Meshejian, physicist, notes that satellites black out while over Bermuda Triangle, taking only infrared scans and not any visual images. They worked fine for first six months, and then began malfunctioning without reason.

1976 Disappearance: Unidentified ship with 76 on board vanishes in the Bermuda Triangle.

1984 Disappearance: The *Polymer III*, a yacht north of Bimini, vanishes without a trace along with both crewmen.

1987 Media Interest: David Group writes *The Evidence for the Bermuda Triangle*, a critique of Kusche's critique, which finds many of the reasonable explanations to be inconclusive and reopens the mystery.

1993 Disappearance: The *Hugonaut* is swallowed by the sea, but the captain survives. See page 47.

Columbus' Sighting

As early as 1492, when Christopher Columbus first sailed these waters, he noted disturbances in his ship's compass and a number of other strange events. First he encountered the Sargasso Sea, which was surrounded by becalmed waters. Though he thought it strange that this seaweed should be floating in such a great mass in the middle of the ocean, he did not attribute to it any supernatural nature. He simply noted the disquieting fact that there were already paths cut through the seaweed, which could only mean other ships had passed this way before him, but who or what could have made these paths?

Columbus' compass began acting strangely too, but this was due to the difference between magnetic north (unknown at the time) and polar north (all navigators used the North Star to guide them), something Columbus correctly determined as being the case. He corrected for the discrepancy at night and withheld the information from his superstitious crew. Today we know that the differences between the two can vary by up to 28°.

Then one night they saw a falling light, commonly dismissed by modern historians as a meteorite, but shooting stars were well known phenomena and Columbus did not describe it as such. Some theorize it may have been fireworms that glow on the surface of the water, but to have seen it from such a distance and falling, the light must have been incredibly bright and distinct. Some believe the light to have been a torch from an island as land was sighted the following day. In any case, the crew felt this new world was enchanted in some way.

The Mary Celeste

The most memorable of derelict ships found, the *Mary Celeste* is often dismissed as not being a Triangle mystery, as it was found near the Azores, but the vessel passed through the Triangle on its way there. In any case, the legend is fascinating enough to warrant examination.

First launched in 1861 as the *Amazon* from Nova Scotia, the *Mary Celeste* was said to be cursed from the beginning. The captain died ten days after taking possession of her, and she was involved in countless accidents throughout her first seven years. By 1867 she was declared uninsurable and was abandoned for salvage.

Two years later, new owners renamed her the *Mary Celeste* and had some success with her, despite minor crashes and losses. In 1872, traveling from New York to Genoa, she carried eight crew and two passengers (the captain's wife and daughter). The ship left the harbor on November 5 without incident and was not sighted again until December 5 that year, when under calm seas the *Dei Gratia* spotted her sailing erratically five miles away. When the crew sailed closer, they found her listing, sails torn, some rigging missing, and not a soul on deck. They came alongside and found the entire vessel deserted.

The life boat had been launched, the ship's register, chronometer, sextant, and navigation book were missing, but clothing, valuables, money, and pipes were all left behind—something few sailors would ever abandon. The main hatch was secured, but the fore and aft hatches were open. There was three feet of water in the hold where the cargo of alcohol was largely intact, but this was little considering the size of the ship. The compass was broken and she was sailing west, away from her destination. In the captain's room there was evidence his daughter had been playing on his bed and in the galley food was laid out on the table. Stains found on the captain's sword and on the deck were at first thought to be blood, but were later determined to be rust and wine respectively.

The last logbook entry was from November 24, placing her 100 miles west of the Azores. In just eleven days, the *Mary Celeste* had changed course and traveled more than 500 miles in the opposite direction. The captain of the *Dei Gratia*, David Reed Morehouse, knew the captain of the *Mary Celeste*, Benjamin Spooner Briggs. He was very upset to find his friend missing, but decided to take the ship to Gibraltar to try to figure out what had happened and, if nothing was forthcoming, sell her for salvage. Upon his arrival, accusations that Morehouse was a pirate and had slaughtered the crew of the *Mary Celeste* ran rampant.

Though there was not enough evidence to support this accusation, the press continued to haunt the captain and his crew for several years afterward. The *Mary Celeste* was sold to a new captain, and would have eleven more captains over twelve years before she would be run aground on reefs off the coast of Haiti in 1884 for the insurance money. The captain died three months later.

Subsequent investigations found that the water in the hold was from two cracked barrels and that the *Mary Celeste* had not been in a major storm, but most definitely a minor or moderate one. There were no signs of a struggle and no evidence backing claims that the crew was poisoned. A possible explanation is that there was a small explosion in the hold (they were carrying barrels of alcohol) which frightened the crew into leaving in the lifeboat, and that the lifeboat was subsequently swamped by a wave before it could return to the undamaged ship. However, the reason for their disappearance remains a mystery to this day.

The USS *Cyclops*

In March of 1918, a 542-foot U.S. Navy ship carrying ore from Brazil left Barbados in good weather and was never seen again. No wreck could be discovered, nor were any distress calls made. All 213 crew and 67 passengers were lost. The weather that day was relatively calm, but sudden squalls are common in March, when it set out. In addition, the ship was carrying a number of sailors to be courtmartialed in the United States. They might have broken free and taken the ship to some other port, changing its identity and disposing of all who went against them. In any case, no one from that ship, nor any sign of the ship, has ever turned up. Theories that a sudden storm caused the ship to capsize suddenly from the shifting cargo were dismissed when the *Cyclops*' sister ship, the *Orion*, encountered a severe storm just a few years later and emerged safely with only minor damage.

Flight 19

The most infamous disappearance in the Bermuda Triangle involved five U.S. Navy Avengers. They set out from Fort Lauderdale, Florida on a routine training mission on a clear day, December 5, 1945. This mission was a low-level bombing run that would take the planes 160 miles east and 40 miles north from their base. The pilots were all trainees except the patrol leader, Lieutenant Charles Taylor, who was an experienced pilot. Though the flight would only last a couple of hours, the planes were fully fueled and in proper working order.

A half-hour into the flight, Lt. Taylor radioed the control tower that he was off course and lost. His compass had died and one of the plane's radios had started malfunctioning. The control tower gave him a new heading, but he replied that they could not fix their bearings or determine which way was west because a storm had blown in and the sun was no longer visible. While other pilots' compasses were working, they were only trainees and Taylor did not trust their abilities. He continued flying, searching for any landmarks, and radioed back to the tower nearly an hour later repeating that they still did not know where they were. Mid-message the radio went dead and only the letters "FT FT" (the flight's call letters) were repeated faintly, before nothing was heard from Flight 19 ever again. None of the fourteen men and five planes were ever found.

After the second transmission from Lt. Taylor that they were lost, a Martin Mariner plane with thirteen crewmen took off to search for the Avengers. The Mariner radioed back that it had become lost as well, but without calling for assistance or noting any other difficulties ceased transmitting and also vanished completely. This disappearance, though often linked to that of the Avengers, was not entirely mysterious though, as the Martin Mariner was known as a flying gas tank prone to exploding without warning, and several witnesses observed an explosion in the sky near where the Mariner was. In any case, no wreckage was ever found.

The *Star Tiger*

In January 1948, the *Star Tiger*, a commercial airliner, was traveling between the Azores and Bermuda when it radioed the Bermuda control tower that its expected arrival time of 4:00 a.m. would be delayed by an hour due to heavy winds. They made regular radio contact every hour until 3:00 a.m., when a radio check was missed. Nothing more was ever heard from the *Star Tiger*.

No storms were visible that night, nor were there any distress calls made. Over a hundred search and rescue planes and ships searched the waters for any wreckage, but found nothing. The plane was in good repair and foul weather was not reported in the region they were flying through. The pilots were experienced and had flown this flight a number of times before. Investigators have found no reason why this flight should have vanished.

Only a year later, the *Star Ariel*, sister plane to the *Star Tiger*, also vanished mysteriously over the Atlantic. This disappearance also remains unsolved.

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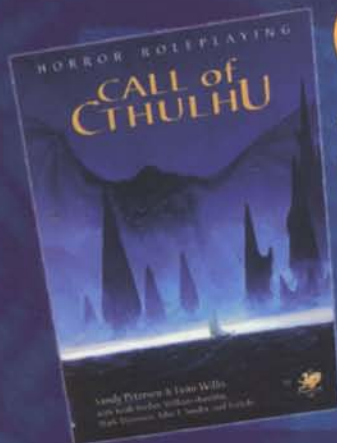
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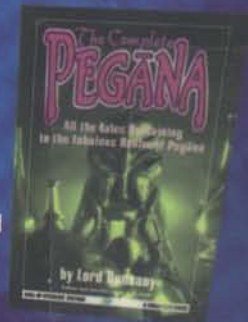


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